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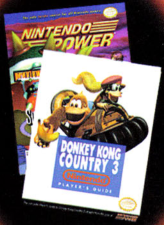

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KI GOLD FEVER STRIKES!

Are you ready for the Gold rush of 64? Nintendo Power digs deep into the vein of KI Gold with ten pages of strategies and special insights from the creators at Rare.

10

GLACIUS
99
GARGOS

B. ORCHID
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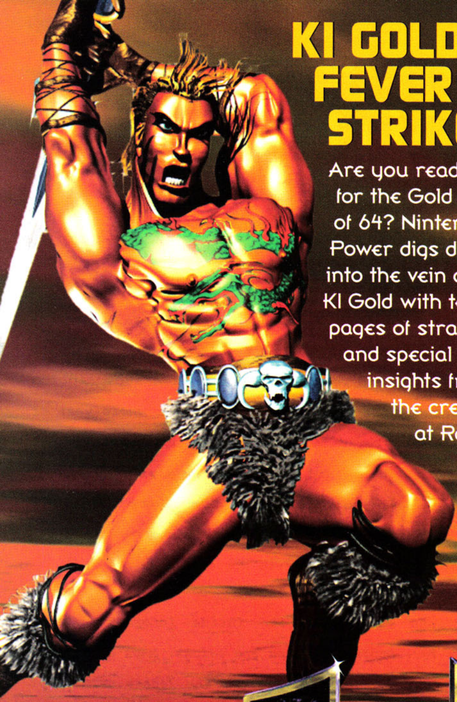
WEIGHT: 130 lb
AGE: 24 YEARS



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Volume 91 December 1996

Star Wars: Shadows of the Empire

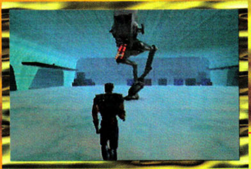
The Rebellion is on the run, but this time they have a secret weapon named Dash Rendar. Nintendo Power brings you the first play-through of the completed N64 adventure from LucasArts. In six, tantalizing pages, you'll see just what it takes to defeat the Empire, from piloting speeders to flying a jet pack through Boba Fett's canyon hideout.

Wayne Gretzky's 3D Hockey

There's a new standard in sports games, and its name is Wayne Gretzky's 3D Hockey, for the N64. Power's expanded sports coverage puts you on the ice for eight pages of intense training.

NBA Hangtime

Midway rocked the arcades with NBA Hangtime. Now Power's special sports coverage gives you the best court matchups so you can rule at home.



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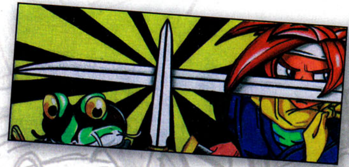
PLAYER'S PULSE

Wave Race 64 and Wayne Gretzky's 3D Hockey are giving you your first taste of multi-player action for the N64. So, is humiliating your opponents with a handstand or a hat trick as much fun as exploring the Princess's Castle?



DON'T MESS WITH GIRL GAME PLAYERS
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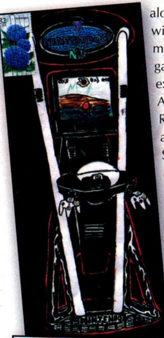
Burnt Offerings

For the last few months I've been mourning the death of a "family member." Back in July our family stove caught on fire and took out almost the whole house including toys, clothes, TVs and my poor Super Nintendo and games. I kept asking for someone to tell me I was dreaming but I wasn't. After a couple of days we returned to the house to see what we could salvage out of the burned up house. The first place I headed for was my room. Everything was gone. Then I saw my Super. It too was charred black and melted along with all my games except ActRaiser and Super Mario World, which were only medium rare. Anyway, when we returned to my uncle's house where we were staying I tried out the two games. I popped in the grayish black game and switched on the power. The screen stayed black then all of a sudden I heard that familiar ping, oh glory Hala Luya! MARIO LIVES!! And the same was true for ActRaiser, thank God. At least two games got saved even though I lost my Super. I just wanted to ask do you think that my Super Nintendo and games went to heaven? I hope so.



Joe Harrison
St. Manitowoc, Wisconsin

I'm not sure about heaven, but your Home Alone and Bebe's Kids game paks have definitely gone to a better place.

What's With the Diaper Pacs!

Who cares about these old games like Pac Man? Why should we be wasting our money on games that our parents played when they were in diapers? Who buys these games anyways? I don't think that game makers should be waisting their time and money. I say that we should take these kinds of games off the market and start working on the future!

Andrew Connolly
via America Online

What d'ya mean "who cares"?! Why, if "old" games like Pac-Man, Defender, Joust, Donkey Kong, etc., hadn't revolutionized gaming then video games would be roadkill on the highway of technology. We'd probably all be playing board games right now!

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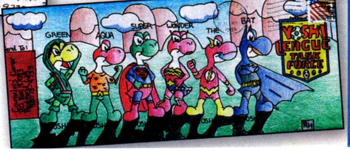
Super Mario

What a Deal!

September 29th was definitely the biggest day of the decade! While everybody was anxiously purchasing their N64s my brother was anxiously purchasing the regular NES!! He came home so happy because he got it for 8 bucks! My bro. says the NES is the system with all the RPGs and his



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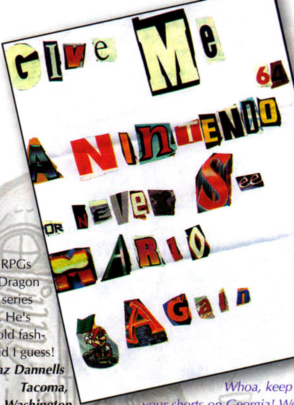

favorite RPGs are the Dragon Warrior series anyway. He's just an old fashioned kid I guess!

Taraz Dannells
Tacoma, Washington

Moon Watching

I am in North Carolina and at this very moment I am in Hurricane Fran! (So far we have lost 6 trees). I am bummed out, because I can't play my Super NES! The power just went out so I am writing you by candlelight. Neat huh? I was wondering how you guys choose the envelopes for display in the magazines? I send in tons of envelopes but they have never been published. I wanted to know, why? I was also wondering if any Sailor Moon games from Japan would be published on the SNES or N64. Ahhhh! There goes another tree! Sorry, I have to go change my shorts now!

Georgia Wall
Wake Forest, North Carolina

Whoa, keep your shorts on Georgia! We were just getting around to printing one of your envelopes. We get so many each month that it's easy to pass over some good ones. As for the Sailor Moon games, there are no plans for a North American debut.

Shogi Anyone?

I saw a review for a game in Japan that was like a Japanese chess game but then I was disappointed to see it wouldn't come out in the U.S.A. I would be willing to learn to play it and have fun and I bet so would other people, so why not release it in the U.S.?

Michael Drucker
Coral Springs, Florida

The game you saw is Shogi for the Japanese N64. The reason why it, and many other games, never made a N. American appearance is the same reason why McDonald's hasn't caught on in India: cultural differences.

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POWER CHARTS

Bolstered by strong votes from the Pros, Donkey Kong Country 3 cracks the number one position on the Super NES Top 20. Now that the Nintendo 64 is out, we're opening the floodgates to everyone's vote for their favorite titles. Be sure to let us know what N64 title is your fave by placing your vote on the Player's Poll Response card and mailing it in!

SUPER NES TOP 20

	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	DONKEY KONG COUNTRY 3: DIXIE KONG'S DOUBLE TROUBLE	Nintendo	22	
2	SUPER MARIO RPG	Nintendo	1	8
3	TETRIS ATTACK	Nintendo	3	5
4	THE LEGEND OF ZELDA: A LINK TO THE PAST	Nintendo	5	58
5	SUPER MARIO WORLD 2: YOSHI'S ISLAND	Nintendo	8	14
6	CHRONO TRIGGER	Square	4	17
7	DONKEY KONG COUNTRY 2: DIDDY'S KONG QUEST	Nintendo	6	14
8	FINAL FANTASY III	Square	7	24
9	KEN GRIFFEY JR'S WINNING RUN	Nintendo	9	6
10	SUPER METROID	Nintendo	11	32
11	DONKEY KONG COUNTRY	Nintendo	13	26
12	SUPER MARIO KART	Nintendo	12	44
13	LUFIA II	Natsume	16	3
14	EARTHBOUND	Nintendo	-	16
15	FINAL FANTASY II	Square	-	13
16	ULTIMATE MORTAL KOMBAT 3	Midway	-	1
17	KILLER INSTINCT	Nintendo	8	18
18	EARTHWORM JIM II	Playmates	17	14
19	NHL '97	Black Pearl	-	1
20	MORTAL KOMBAT 3	Midway	14	13

MOST WANTED

1. NINTENDO 64
2. SUPER MARIO 64 (N64)
3. LEGEND OF ZELDA 64 (N64)
4. GAME BOY POCKET
5. MARIO KART 64 (N64)
6. MORTAL KOMBAT TRILOGY (N64)
7. DRAGON QUEST VI (SUPER NES)
8. X-BAND (SUPER NES)
9. VIRTUAL BOY
10. STAR WARS: SHADOWS OF THE EMPIRE (N64)

GAME BOY TOP 10

	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	THE LEGEND OF ZELDA: LINK'S AWAKENING	Nintendo	1	44
2	DONKEY KONG LAND 2	Nintendo	2	4
3	TETRIS	Nintendo	7	49
4	METROID II: RETURN OF SAMUS	Nintendo	6	60
5	WARIO LAND: SUPER MARIO LAND 3	Nintendo	8	28
6	KIRBY'S DREAM LAND 2	Nintendo	10	12
7	TETRIS ATTACK	Nintendo	4	4
8	DONKEY KONG LAND	Nintendo	3	23
9	ASTEROIDS/MISSILE COMMAND	Williams	-	1
10	DEFENDER/JOUST	Williams	-	1

NINTENDO 64 TOP 5

	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	SUPER MARIO 64	Nintendo	1	3
2	STAR WARS: SHADOWS OF THE EMPIRE	Nintendo	3	3
3	WAVE RACE 64	Nintendo	2	3
4	KILLER INSTINCT GOLD	Nintendo	-	1
5	PILOTWINGS 64	Nintendo	4	3

TOP FIVE SUPER NES MOVIE GAMES

According to our latest Player's Poll information, many of our readers are avid movie-goers who own several titles based on movies. We combed the data from our Player's Poll Contest entries to come up with a list of your current favorite Super NES games based on movies.

1. TOY STORY
2. BATMAN FOREVER
3. JURASSIC PARK 2
4. ADDAMS FAMILY VALUES
5. TRUE LIES

LETTERS, CONTINUED...

Comic Crazy

I am writing in response to the question in Volume 89 of Nintendo Power. I think it's great that you have put this 3 part series *Star Wars: Shadows of the Empire* Comic into Nintendo Power. The day I got my Power, I flipped through it and came to page 24, where the comic was at. As soon as I saw it I immediately read it. It was great! Now I can't wait for the next issue to see what happens to Luke Skywalker and Han Solo. Keep it up your mag beats them all!

Melinda Mallenthin
Gillespie, Illinois

"Awesome" Qualities

Hello Nintendo! I LOVE my Fun Machine! The N64 (and controller) really is an amazing device. I'm very pleased with its surprisingly compact design. An overused term these days is "awesome" - but this is exactly what your system and first two games are. Nintendo took the necessary time to research and develop this machine, choosing not to rush it in order to be first "out of the gate." Now's the payoff! It is apparent that equal care went into Super Mario 64 and Pilotwings 64, and I encourage you to continue this unrushed "quality over quantity" approach. It produces gaming experiences to savor.

Mike Costello
Lawrenceville, Georgia

We Have Liftoff!!

Expectant Nintendo 64 owners line up at the Toys R Us in Raritan, New Jersey, on launch day. Finally, after years of watching and waiting for the dream to become a reality, the Nintendo 64 hit stands September 29th in grand fashion. In a mere three days, more than 350,000 systems were vacuumed up by frenzied Nintendo fans across North America. N64s flew off the shelves so fast, in fact, that the N64 sold more units in one day than the Sega Saturn sold in 32 weeks and the Sony Play-station sold in 13 weeks following their respective launches last year.

Mario Magic One More Time

Before all attention shifts to Nintendo 64, one final, most excellent Mario game should be produced for the Super NES. A beautiful game that would use the 3/4 view and rendered graphics found in Super Mario RPG. An enlightened game that would single-handedly make all the gamers of the world come to realize that the Super NES should never be forgotten. Super Mario World 3 - the definitive 16 bit action game. This is the way the Super NES should be remembered.

Brandan Lennox
via the Internet

WRITE AWAY RIGHT AWAY!

This month's Star Wars comic is the third installment of the five-part series. What do you think of it? Should Nintendo Power have comics on a regular basis?

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News about recent releases and upcoming games for all Nintendo systems. Help for any Super Mario game for the N64, Super NES and NES, any Zelda game, PilotWings 64, Lufia 2, Chrono Trigger, Secret of Evermore, Breath of Fire, Breath of Fire 2, Final Fantasy 3, EarthBound, Illusion of Gaia, Donkey Kong Country, Donkey Kong Country 2, Donkey Kong Land, Super Metroid, Killer Instinct, Mortal Kombat II, Mortal Kombat 3, Ultimate Mortal Kombat 3 and Super Punch-Out!!

This call may be long distance, so be sure to get permission from whoever pays the phone bill before you call.

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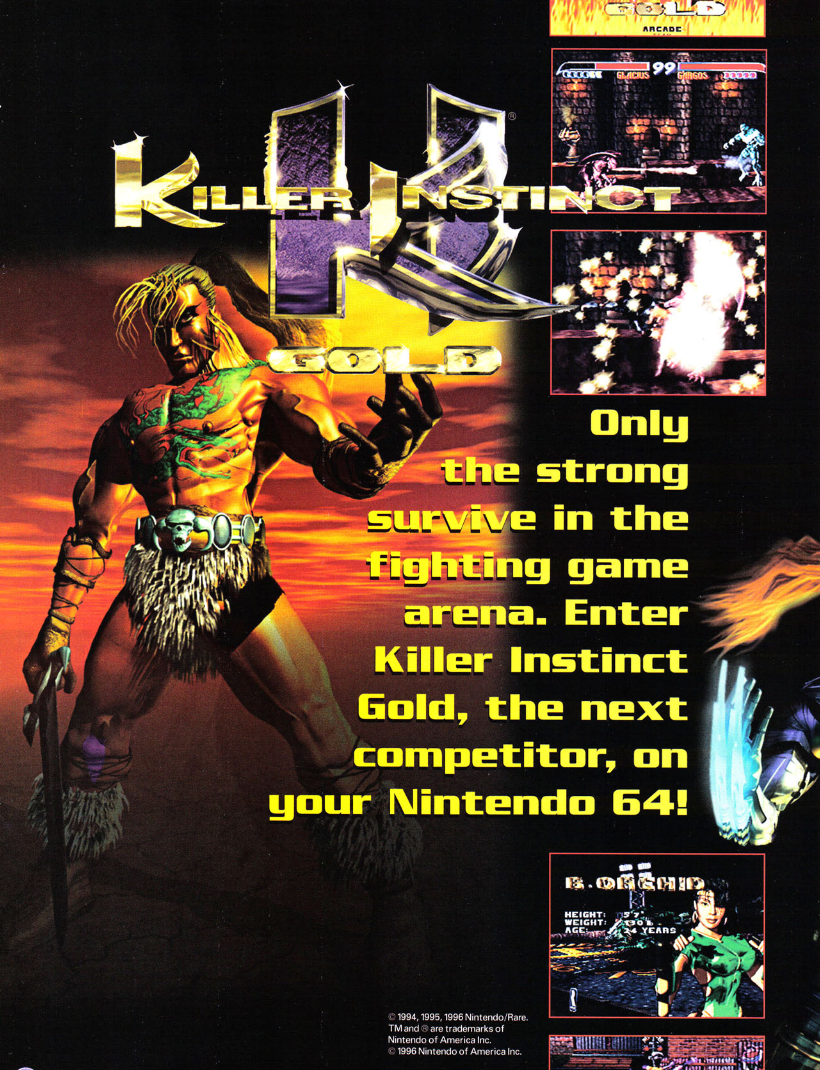
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Only the strong survive in the fighting game arena. Enter Killer Instinct Gold, the next competitor, on your Nintendo 64!
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WEIGHT: 130 lb.
AGE: 24 YEARS

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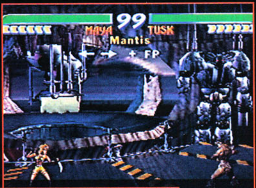
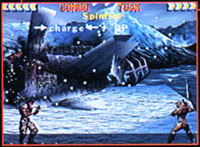
Dominance Is Golden

Ever since the ominous voice in the original Killer Instinct announced "Coming to your home..." fighting game fans have anxiously awaited the 64-bit version of KI. Although the Super NES conversion temporarily satisfied the KI fan's appetite for destruction, it really was only an appetizer for the main course: KI GOLD!

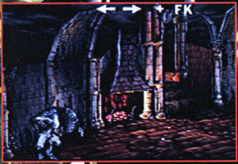
New Gold Standard

The most frequently asked question about Killer Instinct Gold is: "What's new?" The answer: TONS! Most obvious are the graphic enhancements, but there are also many additions to the game that will become apparent to the dedicated player.





3-D Backgrounds! The programmers of KI Gold have used the 3-D capabilities of the Nintendo 64 to create 3-D versions of the different arenas. The view zooms in and out and even rotates around the fight as the duel progresses. Virtually every arena also has some 3-D object that the fighters can actually interact with. Destroying these objects won't damage your character, but they add to the excitement of the fight and are just one example of the spectacular graphics in the game.



Aerial Camera With the Aerial Camera option turned on, you will get a zoomed out view on the fight, just like when the two opponents were far from each other in Chief Thunder's stage in the original game. The camera will zoom in during dramatic moments in the battle, for example, for an Ultra Combo. The Aerial Camera gives you the best view of each arena, and we've provided the Stage Select codes below so you can check them out. As in the arcade game, you need to do this code on the two-player VS screen.

Stage Select

↑ QP Wolf Castle
↓ QP Bridge
↑ QK Stonehenge
↓ QK Dojo
↑ MP Jungle
↓ MP Dungeon
↑ MK Museum
↓ MK Spinal Ship
↑ FP Space Ship
↓ FP Street
↑ FK Helipad

↓ MK (Both Players) Sky Stage

FROM THE MASTERS

Ken Lobb, Nintendo's Development and Evaluation Manager, has been involved with the Killer Instinct series from the start. Working with the development team at Rare, Ken has contributed a lot to the game's design and is one of the game's most outspoken supporters.

According to Ken, KI Gold is much deeper than the original Killer Instinct game: "The combo engine is easier to learn and allows for thousands of combos per character. The countering system is much more balanced, making KI Gold more of a thinking player's fighting game. There are no unbeatable non-super moves in the game. Every regular and special move can be countered by something. This leads to fights among good players which involve a lot of mind games. These are just two of MANY improvements to the original KI game. In my opinion, it is the most balanced, most strategic, and most fun fighting game available."

Killer Moves

During the course of development of Killer Instinct, the developers at Rare have fine tuned the game's engine into a mean, lean fighting machine. Somewhat paradoxically, although a great KI player can now counter almost any move, he can also put together nearly unbreakable Combos. As you grow in skill, the battle of wits between you and your opponent escalates with more powerful Super Moves and quicker, nearly unbreakable Combos!

Manual-Doubles

Killer Instinct Gold adds Manual-Doubles to the Auto-Double system. The difference between the two is in timing. Auto-Doubles are done with jump-in hits, while Manual-Doubles are started with a standing Fierce Kick or Punch and followed up with a Medium Kick or Punch. A Manual-Double will make your Combos much harder to break.

Pressure Moves

Each character has a Pressure Move that is designed to be performed on a blocking opponent. Performing Pressure Moves on a blocking opponent will fill your Super Bar. If you manage to hit with a Pressure Move, you can follow it with a Super Linker or Super Finisher for a nearly unbreakable Combo! Any Combo involving a Pressure Move will also fill up your Super Bar quickly.

Open with a Pressure Move (Toward and FK for Sabrewulf), go to Sabre Wheel and then End Special 5 (Fake Sabre Howl) for a cool Manual Brutal Juggle Combo!

Super Linkers

If you work a Super Linker into your Combo sequence, not only will it greatly reduce the chance that your Combo will be broken, it will also do five hits of damage instead of the usual one. As any experienced KI player knows, Linkers will extend your Combo sequence, allowing you to continue the Combo with another Auto-Double or an End Special. You need three Super Bar Blocks to execute Super Linkers.

Throws

Throws are a new addition to the Killer Instinct series, and you can turn them off in the Options menu. Throws can be effective against the dreaded turtle and can be worked into Combos. Although they don't do much damage, and they can be countered, they can also open up the defensive opponent to a good Combo attack. Not every character can Throw.

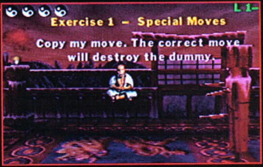
Juggles

Juggles are a good way to get in a few extra hits at the end of a combo. Many Super Moves, when used as finishes, will knock your foe into the air to be juggled. Juggle hits don't add a lot of damage to your Combo, but they do look cool!

Training

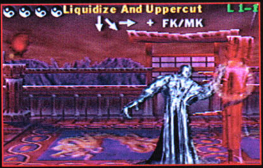
Back to School

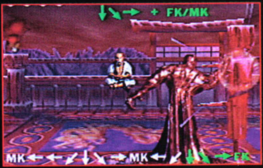
In KI Gold, the Training Mode allows you to learn and practice every fighter's Special Moves, Combos, and Combo Breakers. The sensei will demonstrate the move you are supposed to learn, and you will have ten seconds to copy the move. Even if you think you have already mastered all the moves from the arcade version, it's a good idea to run through the training course, as this will help you learn how to use the slightly different timing of the Nintendo 64 controller. This is especially true when using the analog Control Stick, which is much more sensitive than your average beat-up old arcade joystick. You also have the option of using the digital Control Pad, which will serve you well if you have played many other video game fighters. As an added bonus, if you complete all the training exercises with a fighter, you will be rewarded with special uniforms for your fighter. These special uniforms are badges of honor that show you are a true KI Master!

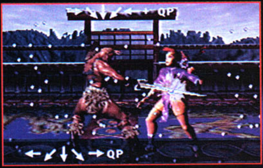


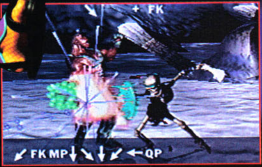
Exercise 1 – Special Moves

Copy my move. The correct move will destroy the dummy.





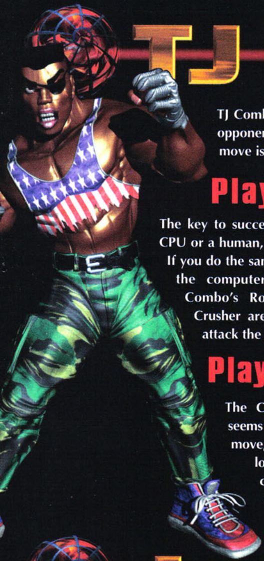




FROM THE MASTERS

Rare Ltd. is understandably proud of Killer Instinct Gold. From a game design, graphics and programming standpoint, the game sets the standard for N64 fighting games. When designing Killer Instinct Gold, the designer's main concern was improving on the original Killer Instinct without impacting the playability of the game. Another goal was to give the player more freedom when putting together Combos. The result is a more fair, more playable version of KI. At first it may seem that some characters are more powerful than others, but in reality all the characters have equal abilities. This may not be obvious, however, until the player has mastered every one of the characters. Some fighters, such as Sabrewulf, Km Wu and Orchid, are more accessible to the novice player, while characters such as Tusk, Spinal and Fulgore are more difficult to master.

TJ Combo



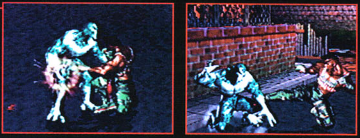
TJ Combo used to be a defensive specialist whose charge moves made it easy to react to an opponent's attack, but in KI Gold, he's one of the best characters for attacking. His coolest new move is the Air Tremor, which stuns your opponent if it hits.

Playing As

The key to success in KI Gold, versus the CPU or a human, is to mix up your attacks. If you do the same attack too many times, the computer will counter you. TJ Combo's Roller Coaster and Skull Crusher are good choices to use to attack the computer.

Playing Against

The CPU-controlled TJ Combo seems to favor the Roller Coaster move, so be prepared to block low. In fact, it is a good policy in general to block low against TJ Combo, but be ready to defend against the Top Attack, as he will not hesitate to use it!



The Roller Coaster remains one of TJ Combo's best openers.

Jago

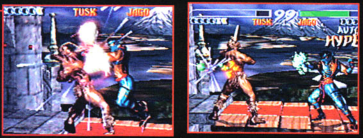
Jago was well balanced before, and now he's even better. His new Ninja Slide provides a way to attack low from a defensive position, and the stall after a Wind Kick has been eliminated, so you can use this move with confidence.

Playing As

Although it doesn't register as a Combo, a good move to use against the CPU is a Medium Ninja Slide followed by a Quick Tiger Fury punch. Since Jago's moves are now stall-free, it's easier to perform them in rapid succession. As long as you mix them up, some are sure to get through the CPU's defenses.

Playing Against

The CPU Jago will be one of your toughest opponents. His follow-up Auto-Doubles can be predictable. If he opens with a kick move, he will usually follow with a punch Auto-Double, and vice-versa. He will also try to sweep as you get up, so use a pop-up move to get up after getting knocked down.

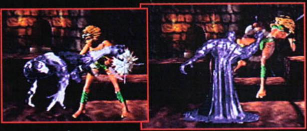


Jago can fight close up or from a distance. He likes to use long Combos, so know your breakers!

Glacius

Glacius is a slippery opponent. His Ice Lance is more dangerous than ever with its improved range and speed. His Arctic Blast projectile no longer bounces and is easier to use.

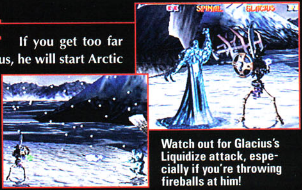
Playing As



Down and FK is a misleading kick attack that hits low and makes a good Manual Combo opener with a fierce Liquidize. The Icy Grip is also a cool new opener that sets your opponent up for a Ice Lance or Uppercut, but it can be difficult to hit with.

Playing Against

If you get too far away from the CPU-controlled Glacius, he will start Arctic Blasting. You can get into a projectile duel with him, but he may surprise you with a Liquidize. He will almost always react to a fake fireball with a Liquidize, so you can use this to fool the CPU.

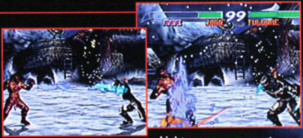


Watch out for Glacius's Liquidize attack, especially if you're throwing fireballs at him!

Fulgore

Ultratech's cybernetic soldier returns as a very solid character in KI Gold. His only weakness is that he has only two valid Special Move openers, the Cyber Dash and Eye Laser.

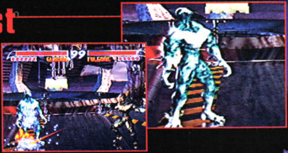
Playing As



Fulgore's biggest advantage is his two ranged attacks: the Laser Storm and the Eye Laser. Mix these up against a computer opponent. The Eye Laser in the air will almost always hit a computer foe a couple times per fight. Follow up a hit with his Pressure Move (Back and FP) with a Cyber Dash for a Manual Triple Combo.

Light up your opponent from afar with the new, improved Eye Laser!

Playing Against

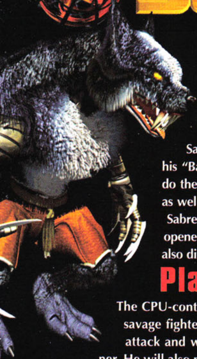


The CPU Fulgore will make liberal use of its two ranged attacks. Your best bet is to stay close to him and be ready to counter his Cyber Dash and other attacks. CPU Fulgore will also become invisible when his life bar is low.

FROM THE MASTERS

Artistically, Killer Instinct Gold is the most impressive Killer Instinct game so far. Kevin Bayliss, the lead artist and designer on the Killer Instinct series, aimed to improve on the graphics over all other fighting games available when he started on KI Gold. The technological background gained from Donkey Kong Country and the original Killer Instinct helped him create what he believes is the most impressive fighting game ever. Kevin absorbs all sorts of media in search of influences for his character designs, including films, comics, video games and martial arts videos. If forced to choose a favorite character, Kevin notes Glacius, because he uses a lot of the special features available in Alias. The special effects in B. Orchid's rooftop arena were another favorite part of the game to design.

Sabrewulf



Sabrewulf is one of the best characters in the game for a beginning player. Almost all of his moves are "Back-Toward," with no charge time. Because of his crouched, lupine form, it can be difficult to tell if he is ducking or not, and thus difficult to tell if he is going to hit high or low.

Playing As

Sabrewulf is great on defense because of his "Back-Toward" moves, but you can also do them in reverse, making it easy to attack as well. Pressing Down and MP to go into a Sabre Wheel makes for a great Manual opener. His Sabre Stomp Super Move will also dizzy any opponent who's not blocking.

Playing Against

The CPU-controlled Sabrewulf is one of the most savage fighters in the game. He will relentlessly attack and will even try to trap you in the corner. He will also mercilessly Top Attack you if you try to turtle. Although it's tough to do, you can parry the top attack and follow up with a Special Move to make him dizzy. Staying away won't help either, as Sabrewulf will pounce through your projectile attacks.

B. Orchid

B. Orchid is, like Jago, one of the best all-around characters in the game. She has a couple of new moves, like the Tiger Slide and Air Buster, that allow her to counter-attack almost any move.

Playing As

With Orchid, your best defense is a good offense. Her moves are well suited to attacking an attacker, making it easy to win the "scissors - paper - rock" game of move countering. Down and Medium Kick followed by a Medium Kick. Tiger Slide is a good attack to use to start a Combo against the computer. Mix this up with the Fierce Tiger Slide for best results.

Playing Against

Don't jump at the CPU-controlled Orchid, as she will almost always get you with the Air Buster. If you block her attacks low, she will not hesitate to Top Attack, so don't crouch when she gets close to you. If you throw her a lot, she will get angry and use the Fire Cat, so be ready to counter with a slide move.

Maya

Maya is a great character to start with because of the simplicity of her moves. Button mashing while moving the Control Stick back and forth can produce results against many CPU opponents.

Playing As

In the hands of a master, Maya is the queen of cheap attacks. She is very fast and can jump around to confuse her opponents. The Air Mantis is an excellent opener against most computer opponents, and it's easy to build Manual Combos onto it.

Playing Against

CPU Maya jumps a lot, so be ready to do your air attack move to counter (Jago's Tiger Fury, for example). Maya also tends to do her moves in pairs, so if you block the first attack, counter the next one with the correct "scissors-paper-rock" move. Maya won't hesitate to use her Ultimate on you!

Although it can be hard to hit with Maya's leaping moves, they also make her a hard target!

Kim Wu

Kim Wu has quickly become one of the favorite new character in Killer Instinct Gold. She is quick and has a great variety of moves, including many misleading attacks. She can fight up close and from afar.

Playing As

The key to success as Kim Wu is to mix up your openers. Some of them will hit low when they look high, and high when they look low. The Split Kick, for example, will hit high even though it feels intuitive to block low. Kim Wu's Tornado Kick is a good opener to build Manual Combos onto.

Playing Against

CPU Kim Wu is a very strong opponent. Her favorite attack is the Air Fire followed by a Split Kick. Be sure to block the fireball high because if you just duck it, you will be hit by the kick! She will also attempt to use jump-in Auto-Doubles and finish them with the Firecracker, so be ready to break with a kick Combo Breaker.

The Super Air Torpedo creates one of the most impressive explosions in the game.

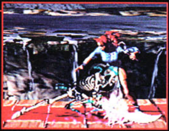
FROM THE MASTERS

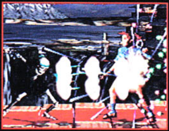
Even though Killer Instinct was originally envisioned as a next generation game, it was still challenging to convert the game from the arcade hardware to the Nintendo 64. The main hurdle was squeezing all the characters, Ultimates, levels and sounds from the arcade hard disk into a 12 megabyte cartridge. It was also a task to get the sprites and backgrounds to run at 60 frames per second. Adding 3-D backgrounds that were not in the arcade game made N64 Killer Instinct Gold a completely new game, and combining the 2-D sprites with the 3-D backgrounds so they don't appear out of place was crucial. Mark Betteridge, the lead programmer on the Killer Instinct series, would not pin down a favorite character from a programming standpoint, noting that each of the characters offered its unique development challenges.

Spinal

Spinal: you either love him or you hate him. In any event, the centuries-old skeletal warrior returns in KI Gold with some enhanced powers. He can be a very frustrating foe for an old bag of bones.

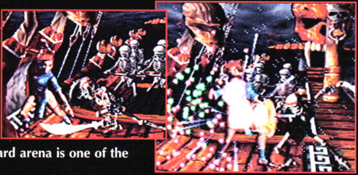
Playing As





Spinal's Skull Scrape (Down + FK) is a great opener, at least in the early difficulty levels. Alternate this with his Skull Spear (Down + FK in the air) to cross up the computer opponent. The Skele-Skewer is another good opener.

Playing Against

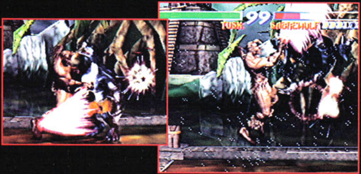


When possessed by the CPU, Spinal tends to use the Skull Scrape a lot. If the CPU Spinal gets a skull, you should knock him down with an end finisher to get rid of the skull, or else he will start teleporting like crazy. Spinal's shipboard arena is one of the smallest in the game.

Tusk

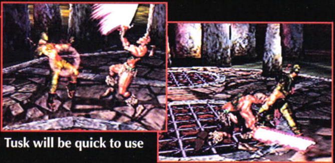
He doesn't have a projectile attack and is slow compared to some of the fighters, but the masters will tell you that Tusk is one of the most powerful characters in Killer Instinct Gold. But you must learn the way of the warrior to achieve success as the muscle-bound barbarian.

Playing As



Without a projectile, Tusk must fight in close. He has several moves that work well when you're right in the other guy's face, especially the Back Stab technique. Tusk's long sword gives him a longer reach than the other fighters have.

Playing Against



Exploit Tusk's lack of a ranged attack by keeping your distance if possible. The CPU Tusk will use the Back Stab, Conqueror and Boot Kick. Just be wary of the range that Tusk's regular attacks have. You will also need to beware of early Ultimates, as the CPU Tusk will be quick to use them to end the match.

Counterintelligence

Throughout this brief strategy primer, we have mentioned the Scissors, Paper, Rock aspect of Killer Instinct Gold. What does this mean? Certain moves will block or counter other moves, so if you can guess, or see, what your opponent is attacking with, you can respond with the appropriate counter-move and knock him right out of his attack. If you succesfully counter your opponet's attack, there will be an opening for you to start a Combo. In the chart below, Rock smashes Scissors, Scissors cuts Paper and Paper covers Rock. With this in mind, you can cross-reference the moves on the chart to see which moves you can counter in the game.

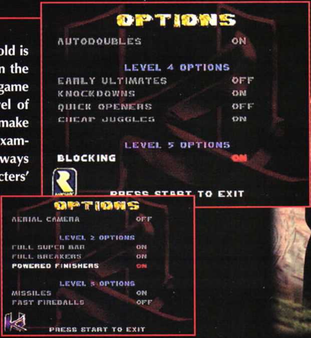
WHAT DOES SCISSORS, PAPER, ROCK HAVE TO DO WITH IT?

CHARACTER	SCISSORS	PAPER	ROCK
Glacius	Icy Grip	Liquidize	Cold Shoulder
Kim Wu	Split Kick	Firecracker	Tornado Kick
Spinal	Skull Scrape	SkeleSkewer	Flame Blade
Tusk	Skull Splitter	Web of Death	Conqueror
TJ Combo	Roller Coaster	Spinfist	TJ Tremor
Sabrewulf	Sabre Pounce	Sabre Spin	Sabre Wheel
Maya	Mantis	Savage Blades	Flip Kick
Fulgore	Eye Laser	Plasma Shield	Cyber Dash
Jago	Ninja Slide	Laser Blade	Wind Kick
B. Orchid	Tiger Slide	San	Flik Flak
Gargos	???	???	???

For example, you're playing as Tusk against Sabrewulf. Sabrewulf keeps hitting you with his Sabre Wheel, which is his "rock" move. You should counter this with your "paper" move, in this case, the Web of Death. The Practice mode of the game has a lesson in counters that will help you learn the timing, and by studying the above chart before a fight, you can be ready for anything your opponent springs on you!

Options Aplenty

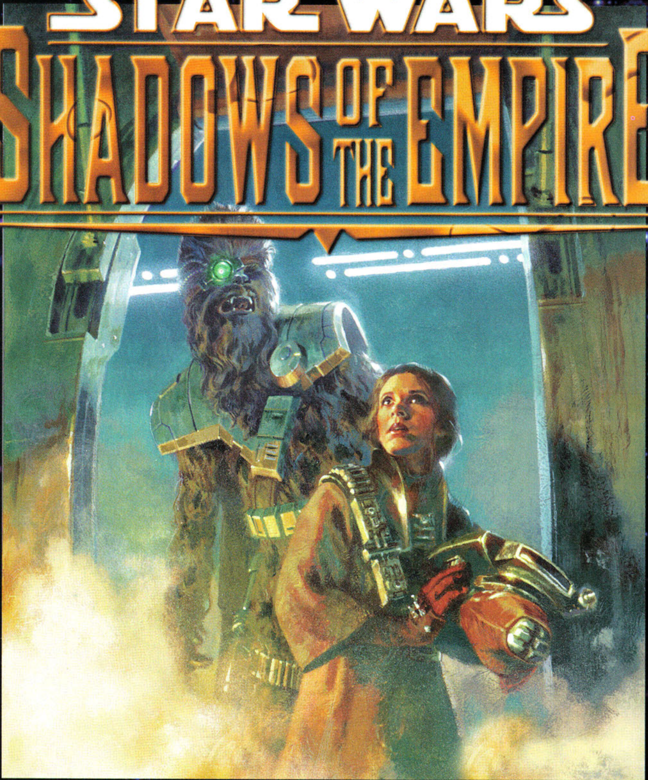
The coolest thing about Killer Instinct Gold is the number of settings you can adjust on the Options screen. Each time you finish the game at a different difficulty level, a new level of options will open. The different settings make the game feel completely different. For example, playing with the Super Bars always full enables you to access all the characters' Super Moves immediately, making the game more exciting. Just remember, if you turn it on, it applies to the CPU, too, so don't be surprised if you turn on Early Ultimates and get beaten right off the bat!



OPTIONS
AUTODOUBLES ON
LEVEL 4 OPTIONS
EARLY ULTIMATES OFF
KNOCKDOWNS ON
QUICK OPENERS OFF
CHEAP JUGGLES ON
LEVEL 5 OPTIONS
BLOCKING ON
PRESS START TO EXIT

OPTIONS
AERIAL CAMERA OFF
LEVEL 2 OPTIONS
FULL SUPER BAR ON
FULL BREAKERS ON
POWERED FINISHERS ON
LEVEL 3 OPTIONS
MISSILES ON
FAST FIREBALLS OFF
PRESS START TO EXIT

STAR WARS
SHADOWS OF THE EMPIRE™

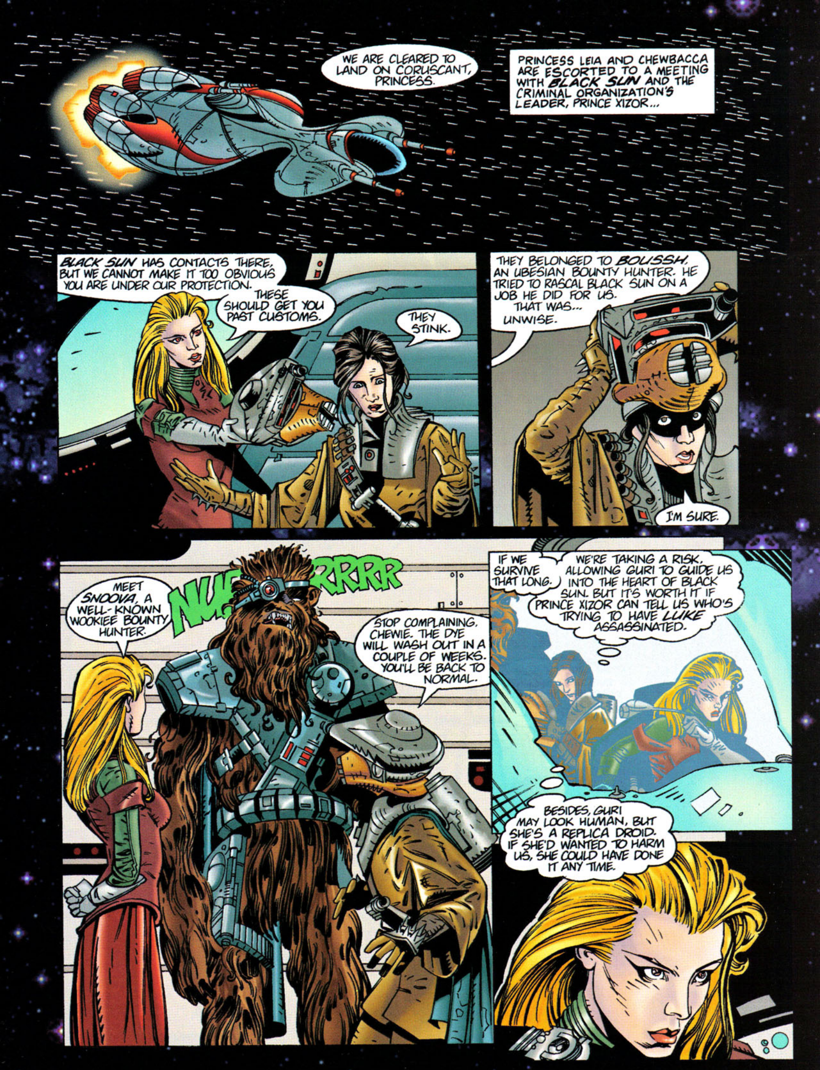


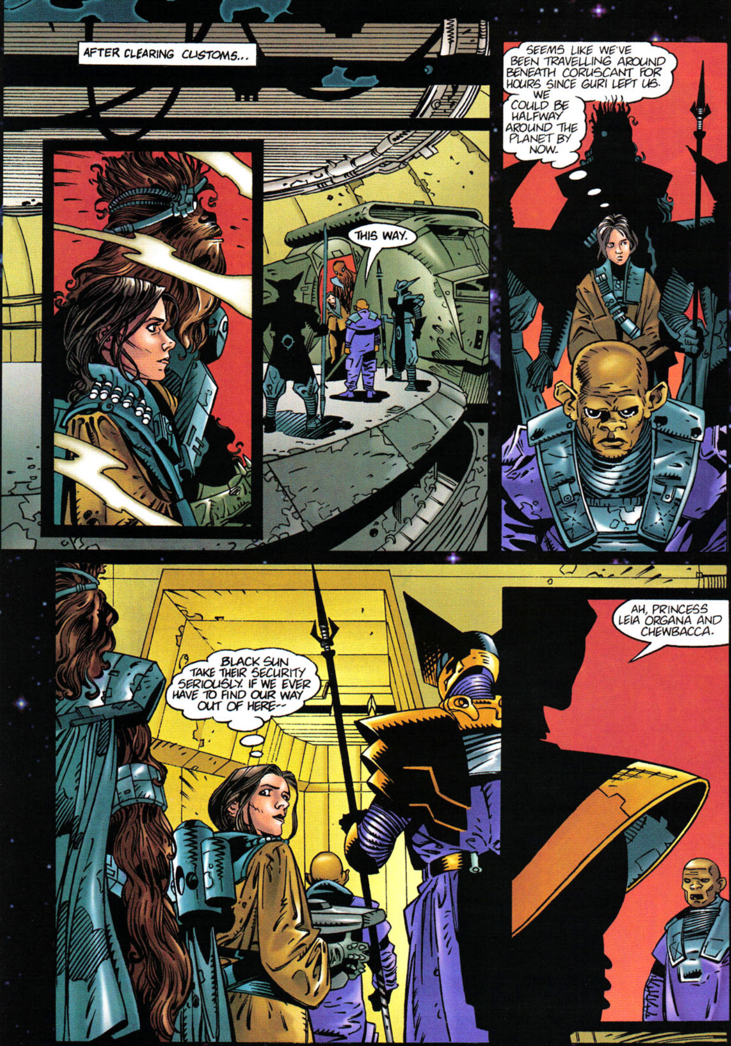
In our third installment of excerpts from Dark Horse Comics' graphic-novel epic, *Star Wars: Shadows Of The Empire*, we shift scenes to Princess Leia and Chewbacca as they attempt to contact the Black Sun criminal syndicate in their search for information about who is trying to eliminate Luke Skywalker.

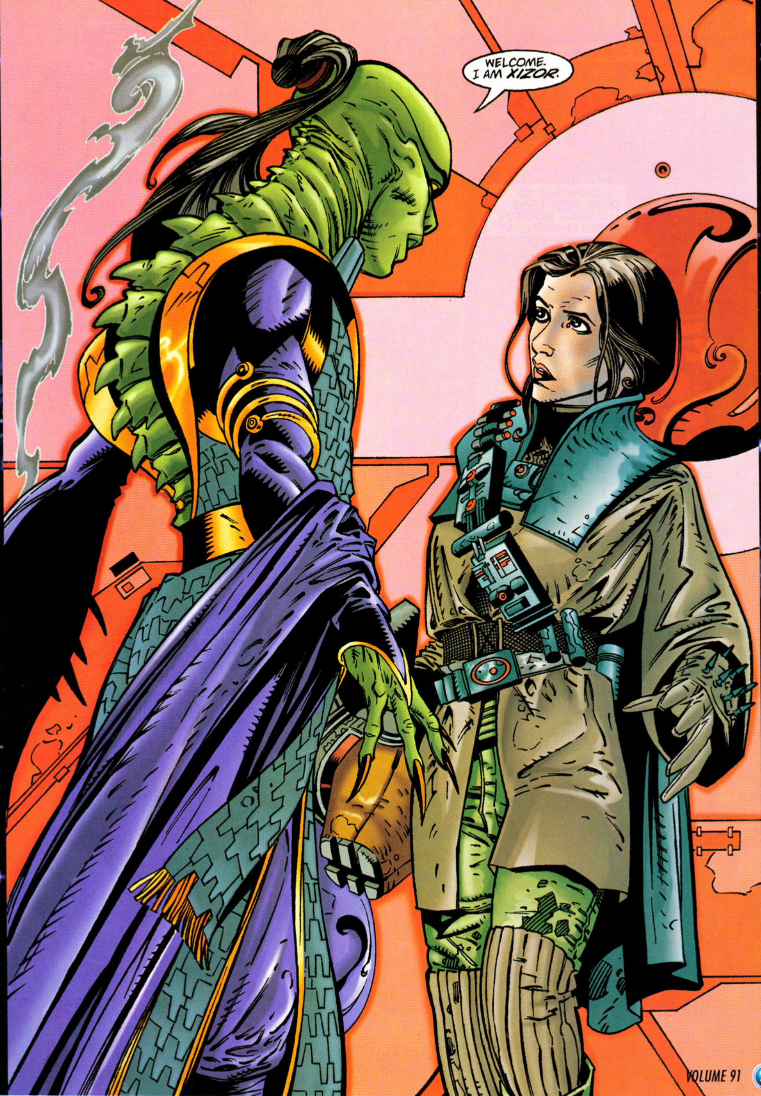
Dark Horse Comics has been publishing *Star Wars* comic books and graphic novels since 1991, beginning with *Star Wars: Dark Empire*. Since that series, Dark Horse has continued to create illustrated tales of the *Star Wars* universe that add to the story continuity of the movies and novels.

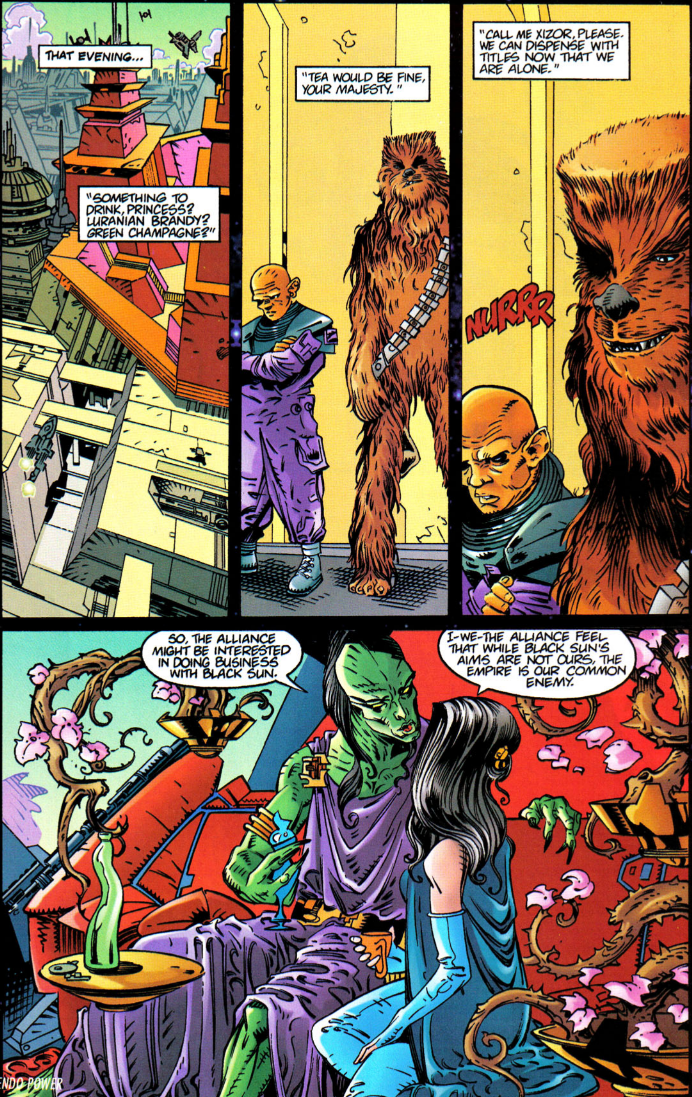
Dark Horse Comics' stories span the entire history of the *Star Wars* universe. *X-Wing: Rogue Squadron* is set after the destruction of the second Death Star in *Return of the Jedi*. It follows the adventures of Wedge Antilles, one of the few Rebel X-Wing pilots to survive both Death Star battles, as he continues his fight for the Rebel Alliance. Plotted by novelist Michael Stackpole, *X-Wing: Rogue Squadron* explores the farthest reaches of the *Star Wars* galaxy through the eyes of the Rebel Alliance's elite space aces!

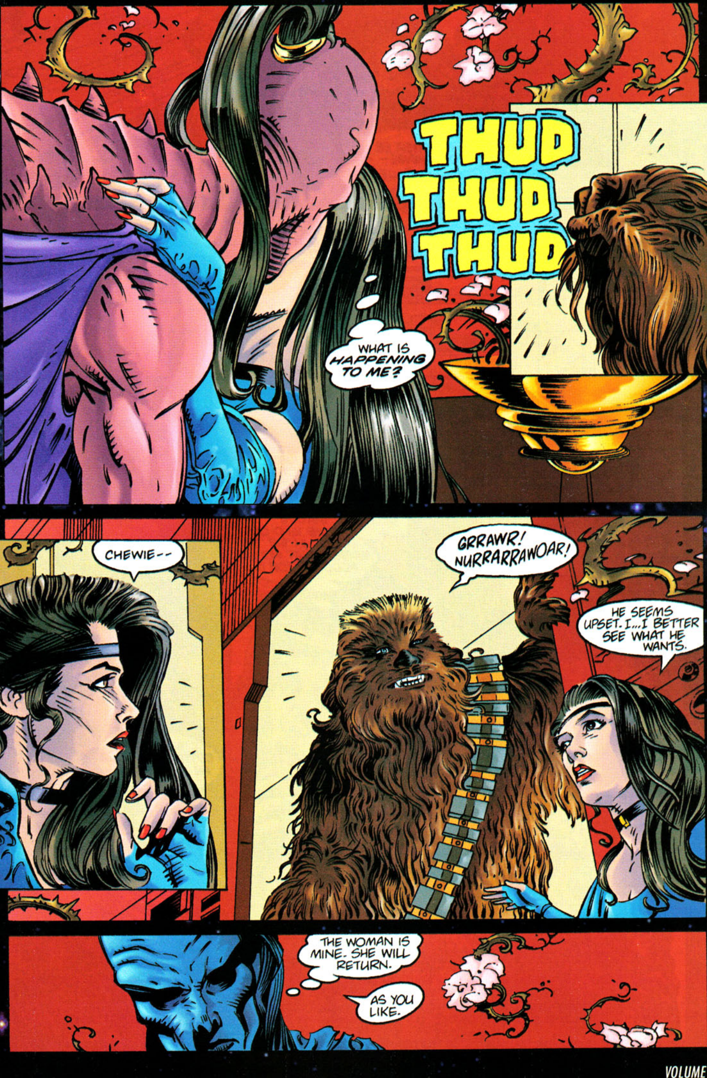
You can find this series, as well as the complete version of *Star Wars: Shadows Of The Empire*, at your local comic book specialty store (phone 1-888-266-4226 to find a store near you) or you can order them directly from Dark Horse by phoning 1-800-862-0052.

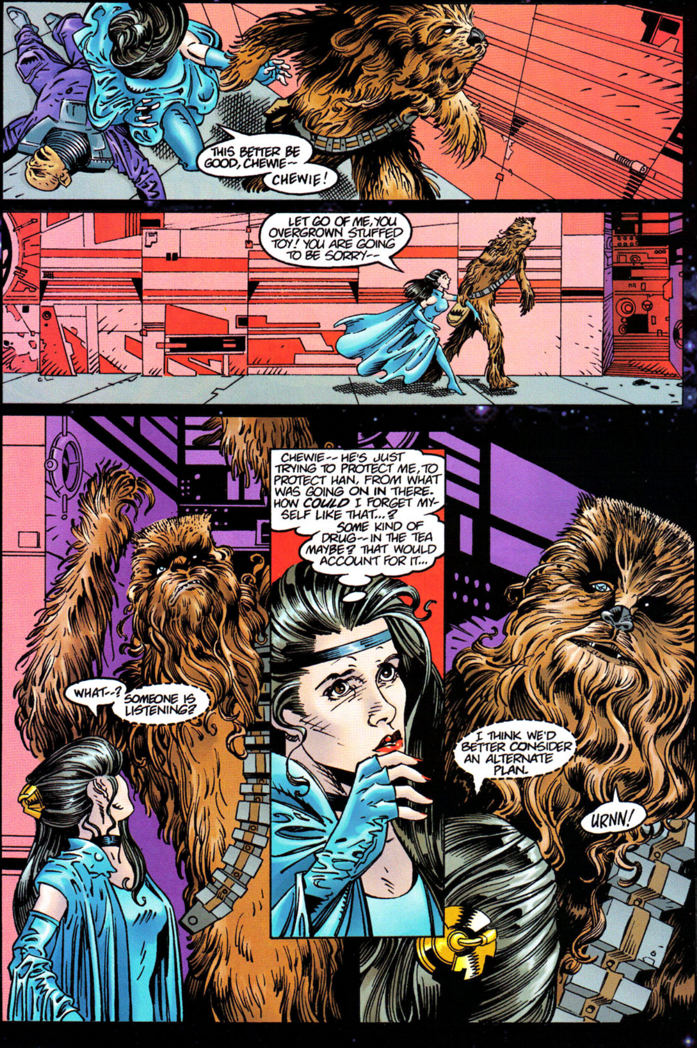

WE ARE CLEARED TO LAND ON CORUSCANT, PRINCESS.
PRINCESS LEIA AND CHEWBACCA ARE ESCORTED TO A MEETING WITH BLACK SUN AND THE CRIMINAL ORGANIZATION'S LEADER, PRINCE XIZOR...
BLACK SUN HAS CONTACTS THERE, BUT WE CANNOT MAKE IT TOO OBVIOUS YOU ARE UNDER OUR PROTECTION.
THESE SHOULD GET YOU PAST CUSTOMS.
THEY STINK.
THEY BELONGED TO BOUSSH, AN UBESIAN BOUNTY HUNTER. HE TRIED TO RASCAL BLACK SUN ON A JOB HE DID FOR US.
THAT WAS... UNWISE.
I'M SURE.
MEET SNOOVA, A WELL-KNOWN WOOKIEE BOUNTY HUNTER.
NUHRRRRR
STOP COMPLAINING, CHEWIE. THE DYE WILL WASH OUT IN A COUPLE OF WEEKS. YOU'LL BE BACK TO NORMAL.
IF WE SURVIVE THAT LONG.
WE'RE TAKING A RISK, ALLOWING GURI TO GUIDE US INTO THE HEART OF BLACK SUN. BUT IT'S WORTH IT IF PRINCE XIZOR CAN TELL US WHO'S TRYING TO HAVE LUKE ASSASSINATED.
BESIDES, GURI MAY LOOK HUMAN, BUT SHE'S A REPLICA DROID. IF SHE'D WANTED TO HARM US, SHE COULD HAVE DONE IT ANY TIME.

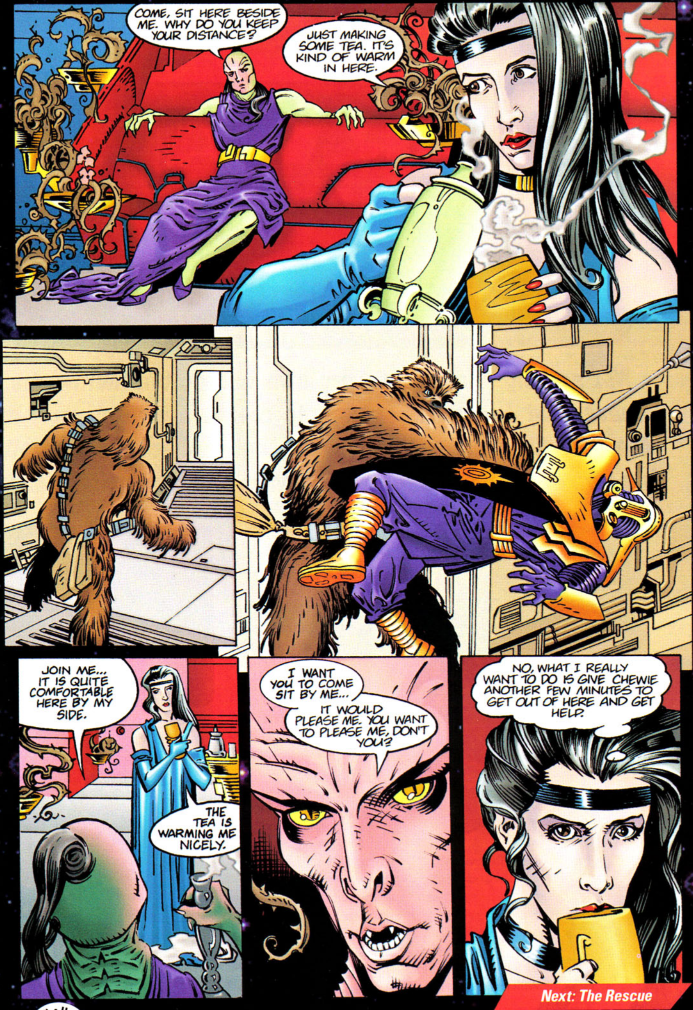

AFTER CLEARING CUSTOMS...
THIS WAY.
SEEMS LIKE WE'VE BEEN TRAVELLING AROUND BENEATH CORUSCANT FOR HOURS SINCE GURI LEFT US.
WE COULD BE HALFWAY AROUND THE PLANET BY NOW.
BLACK SUN TAKE THEIR SECURITY SERIOUSLY. IF WE EVER HAVE TO FIND OUR WAY OUT OF HERE--
AH, PRINCESS LEIA ORGANA AND CHEWBACCA.


WELCOME.
I AM *XIZOR*.


THAT EVENING...
"SOMETHING TO DRINK, PRINCESS? LURANIAN BRANDY? GREEN CHAMPAGNE?"
"TEA WOULD BE FINE, YOUR MAJESTY."
"CALL ME XIZOR, PLEASE. WE CAN DISPENSE WITH TITLES NOW THAT WE ARE ALONE."
NURRR
SO, THE ALLIANCE MIGHT BE INTERESTED IN DOING BUSINESS WITH BLACK SUN.
I-WE-THE ALLIANCE FEEL THAT WHILE BLACK SUN'S AIMS ARE NOT OURS, THE EMPIRE IS OUR COMMON ENEMY.


THUD
THUD
THUD
WHAT IS HAPPENING TO ME?
CHEWIE--
GRRAWR! NURRARRAWOAR!
HE SEEMS UPSET. I...I BETTER SEE WHAT HE WANTS.
THE WOMAN IS MINE. SHE WILL RETURN.
AS YOU LIKE.


THIS BETTER BE GOOD, CHEWIE--
CHEWIE!
LET GO OF ME, YOU OVERGROWN STUFFED TOY! YOU ARE GOING TO BE SORRY--
CHEWIE-- HE'S JUST TRYING TO PROTECT ME, TO PROTECT HAN, FROM WHAT WAS GOING ON IN THERE. HOW **COULD** I FORGET MYSELF LIKE THAT...?
SOME KIND OF DRUG--IN THE TEA MAYBE? THAT WOULD ACCOUNT FOR IT...
WHAT--? SOMEONE IS LISTENING?
I THINK WE'D BETTER CONSIDER AN ALTERNATE PLAN.
URNN!


COME, SIT HERE BESIDE ME. WHY DO YOU KEEP YOUR DISTANCE?
JUST MAKING SOME TEA. IT'S KIND OF WARM IN HERE.
JOIN ME... IT IS QUITE COMFORTABLE HERE BY MY SIDE.
THE TEA IS WARMING ME NICELY.
I WANT YOU TO COME SIT BY ME...
IT WOULD PLEASE ME. YOU WANT TO PLEASE ME, DON'T YOU?
NO, WHAT I REALLY WANT TO DO IS GIVE CHEWIE ANOTHER FEW MINUTES TO GET OUT OF HERE AND GET HELP.
Next: The Rescue

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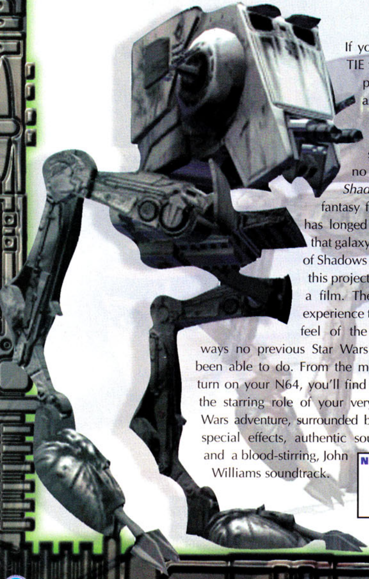
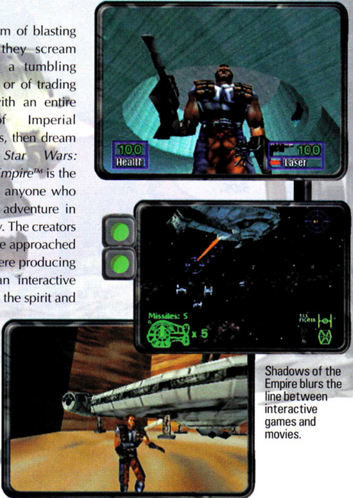
STAR WARS® SHADOWS OF THE EMPIRE™

Not so long ago, in our very own galaxy, the multimedia mavens at LucasArts set out to create a new chapter in the Star Wars saga. The fruit of their collective creativity is a rare delicacy to delight Star Wars and gaming fans alike!



If you ever dream of blasting TIE fighters as they scream past you in a tumbling asteroid field or of trading laser fire with an entire squad of Imperial stormtroopers, then dream no longer. *Star Wars: Shadows of the Empire*™ is the fantasy fulfillment of anyone who has longed to join the adventure in that galaxy far, far away. The creators of Shadows of the Empire approached this project as if they were producing a film. The result is an interactive experience that captures the spirit and feel of the trilogy in ways no previous Star Wars game has been able to do. From the moment you turn on your N64, you'll find yourself in the starring role of your very own Star Wars adventure, surrounded by dazzling special effects, authentic sound effects and a blood-stirring, John Williams soundtrack.



Shadows of the Empire blurs the line between interactive games and movies.

FORCE-FUL ACTION

THIS IS ROGUE LEADER: WE'RE GOING IN!

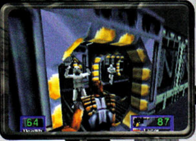
None of the technical wizardry would be worth a dead womp rat if the story wasn't up to spec, but Shadows of the Empire delivers a plot worthy of the silver screen. The game chronicles the adventures of Dash Rendar, a smuggler and scoundrel in the best Han Solo tradition. Dash comes to the aid of the Rebellion from the time of *The Empire Strikes Back* until just before *Return of the Jedi*.

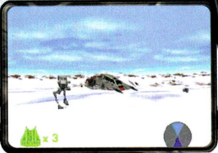
As seen in The Empire Strikes Back, Emperor Palpatine orders Darth Vader to turn Luke Skywalker to the dark side of the Force. Prince Xizor, leader of the Black Sun crime cartel, plans to kill Luke and thus humiliate the Dark Lord of the Sith. Xizor could then take Vader's place at the Emperor's right hand. Princess Leia enlists Dash to protect Luke, and later, to help rescue the carbonite-encased Han from the notorious Boba Fett.

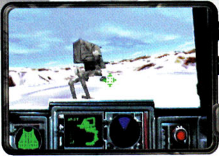
The plot continues to twist and turn through ten enormous multi-staged levels, guaranteeing many, many hours of laser-blasting excitement and intrigue. In fact, the Gall Spaceport level is so huge, it could almost be a game on its own!

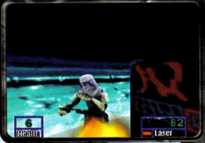
A CERTAIN POINT OF VIEW

There are two types of stages in this game: the "Pilot" stages, where you pilot a vehicle and/or control its weapons; and the "Commando" stages, in which you explore various landscapes, installations and spacecraft on foot. Both types of stages allow you to switch between two or more perspectives, including a first-person "in-the-head" view and a third-person "camera" view. This adds to the cinematic feel of the game, and it's often necessary to switch views to solve puzzles or defeat enemies.









"Pilot" stages feature two to three perspectives, while "Commando" stages allow you to switch between four different views.

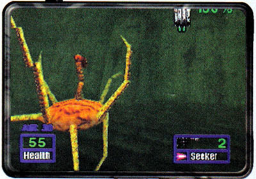
HALT, REBEL!

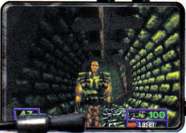
IN YOUR FACE & IN YOUR HEAD

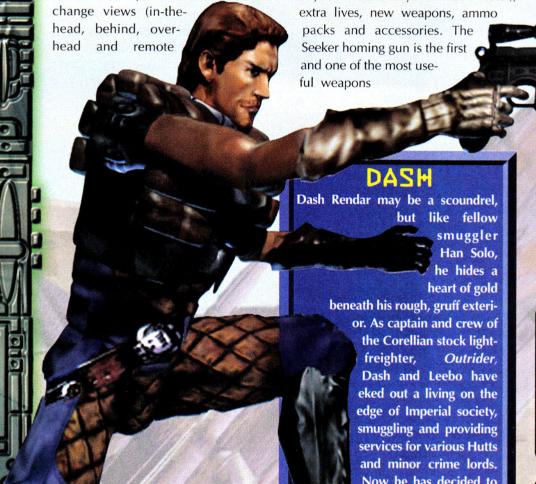
The Commando stages involve searching incredibly vast environments to find objects, activate mechanisms and defeat large numbers of live and mechanized enemies. What's really astounding, though, is the high level of interaction you have with and in your environment. With a tap on the N64 controller, you can change views (in-the-head, behind, overhead and remote cam), switch weapons, open doors, tip-toe, walk, run, jump, crouch and even tilt and *twist* your upper body! The latter skills are especially important, since your blaster has only limited targeting abilities. As you'll find out right away in Echo Base, the first Commando stage, you'll often have to aim carefully to blast targets several levels above or below you.

Power-ups are scattered throughout the stages, including health icons (usually 10%-25% of your health meter), extra lives, new weapons, ammo packs and accessories. The Seeker homing gun is the first and one of the most useful weapons you'll find in Echo Base. In Ord Mantell Junkyard and Gall Spaceport, you'll pick up a Pulse Gun, a temporary invincibility icon and even Boba Fett's rocket pack!

There are also special Challenge Point icons, shaped like the winged Rebel Alliance symbol. If you collect all of the Challenge Points in a level, you'll earn extra lives. Some are easy to find, while others are hidden or require a skillful leap to acquire.

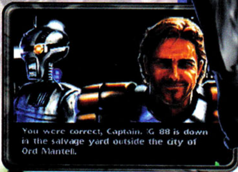




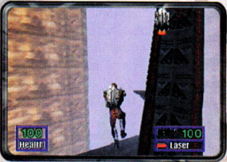


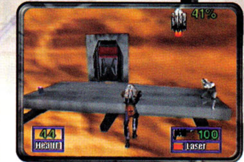
DASH

Dash Rendar may be a scoundrel, but like fellow smuggler Han Solo, he hides a heart of gold beneath his rough, gruff exterior. As captain and crew of the Corellian stock light-freighter, *Outrider*, Dash and Leebo have eked out a living on the edge of Imperial society, smuggling and providing services for various Hutts and minor crime lords. Now he has decided to fight the good fight against the Empire and Black Sun–for a modest fee, of course.



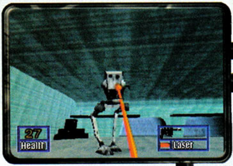
You were correct, Captain. IG 88 is down in the salvage yard outside the city of Ord Mantell.

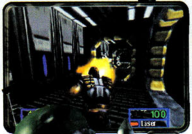


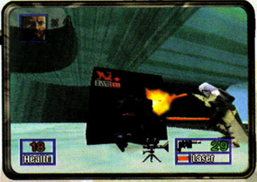


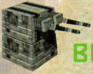
SMARTER THAN THE AVERAGE TROOPER

Our little practical joke also points out another terrific feature of this game, which is that the artificial intelligence actually lives up to its name. Stormtroopers and other menaces have the same freedom of movement you do and will not follow set patterns. They really seem to have wills of their own and will adjust their attack formations and strategies according to your actions. The troopers might even try to pull the same sort of practical joke on you, but it won't be for laughs!





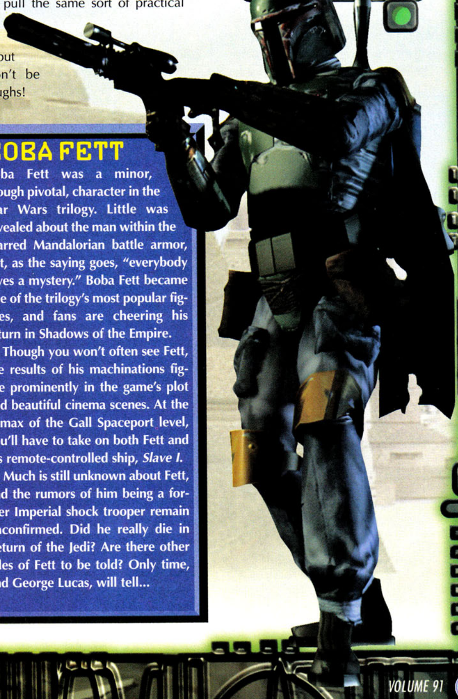




THERE HE IS! BLAST HIM!

We can't say enough about the role that sound and sound effects play in the Commando levels, not only as atmosphere (love the rattle and click when you switch blasters!), but as part of the gameplay as well. Much of what goes on around you will generate sounds, and listening will soon become instinctive as you peer around corners and slip from hiding place to hiding place.

Though the stormtroopers will always find you eventually, you can move stealthily enough to try this little trick: sneak up behind a stormtrooper from around a corner or a box and then jump up. Be ready for the fireworks!

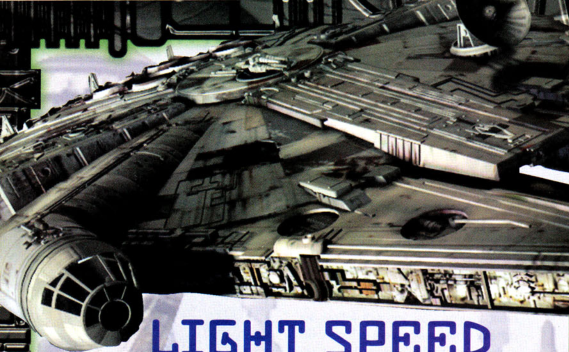


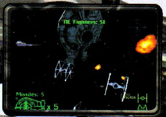
BOBA FETT

Boba Fett was a minor, though pivotal, character in the Star Wars trilogy. Little was revealed about the man within the scarred Mandalorian battle armor, but, as the saying goes, "everybody loves a mystery." Boba Fett became one of the trilogy's most popular figures, and fans are cheering his return in Shadows of the Empire.

Though you won't often see Fett, the results of his machinations figure prominently in the game's plot and beautiful cinema scenes. At the climax of the Gall Spaceport level, you'll have to take on both Fett and his remote-controlled ship, *Slave I*.

Much is still unknown about Fett, and the rumors of him being a former Imperial shock trooper remain unconfirmed. Did he really die in Return of the Jedi? Are there other tales of Fett to be told? Only time, and George Lucas, will tell...





LIGHT SPEED

ROGUE TWO, DO YOU COPY?

We have no doubts that the Pilot levels will be the favorites of many players. The Battle of Hoth is the very first level of the game, and everything about it is designed to immediately immerse you in the Star Wars universe and put you "in the zone." You're crammed into the cockpit of a Rebel snowspeeder, swooping low and fast over the frosty plains of Hoth, red and green Imperial lasers *wanging* off your canopy and John Williams's heroic music swelling in your ears. How's *that* for a first level!

Things start off easily enough–you just have to bring down a few errant probe droids with your twin blasters. The second and third stages add the "scout" AT-STs and the imposing AT-ATs. A radar screen and a "heads-up" display tell you where your enemies are and how much damage they've sustained.

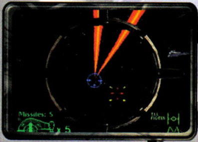
You can view the action from the pilot's seat, behind your speeder or from a third-person camera perspective. The last view is awkward for firing blasters but helpful when for firing your tow cable. Tow cable? Yes, indeed! True to the scenes in *The Empire Strikes Back,* the only way to bring down the ponderous AT-ATs is to tangle their legs with your tow cables!

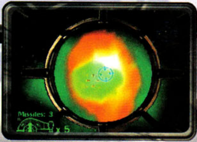
HEAR ME, BABY? HOLD TOGETHER!

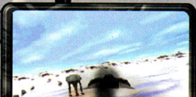
The Asteroid Field level will place you in the gunnery chair of the *Outrider,* a Corellian ship not unlike the *Millenium Falcon.* Your co-pilot droid, Leebo, will fly the ship while you deal with several squadrons of TIE fighters and missile-equipped TIE bombers. You'll have a quad laser battery and a bank of powerful but slow-loading proton torps at your disposal.

Despite Leebo's skill at the controls, he can't keep track of thousands of asteroids, so you'll have to blast a few into space dust from time to time. Luckily, a chunk of asteroid will occasionally take out a TIE fighter or two!

The climactic Skyhook Battle level offers two stages. One is a repeat of the gunnery-style stage, while the other places you in the *Outrider* cockpit with full flight and weapons control!





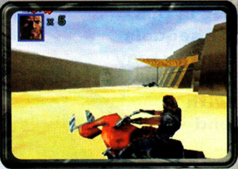


A glance at your damage icon or your smoking engines will tell you how you're faring!

TURN AND BURN

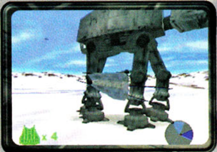
A WRETCHED HIVE OF SCUM AND VILLAINY

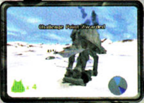
The last style of Pilot level puts you at the controls of a souped-up speeder bike, otherwise known as a swoop. After Prince Xizor puts a bounty on Luke's head, it's up to you to head off a gang of Swoop riders as they blast through Mos Eisley and Beggar's Canyon in search of the young Jedi.



This is arguably the most frantic level in the game, and you'll be bobbing and weaving in your seat as the dun-colored domes of Mos Eisley flash by in the blink of an eye. If you recall the speeder bike scene in *Return of the Jedi,* you'll have a pretty good idea of how fast this level really goes!

The swoops are not armed, so you'll need to bump and bash your enemies and force them into walls and rocky outcroppings. Unfortunately, they'll be trying to do the same to you. There are fewer obstacles out in the desert, but then again, there's also the tentacled Sarlacc to worry about!



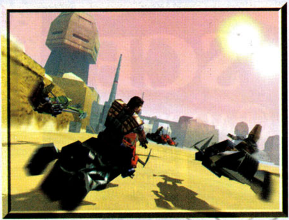


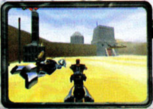
In some of the Pilot levels, Challenge Points are earned by accomplishing tasks like destroying an AT-AT or an asteroid.

THE FORCE WILL BE WITH YOU NEXT MONTH

This overview is just a small taste of what's in store for you in *Star Wars: Shadows of the Empire.* Next month, we'll shine the full light of our gameplay expertise on this game and bring you the inside scoop on its myriad mysteries and delve into its dark secrets.

George Lucas has an amazing ability to convince millions of moviegoers, at least for a couple of hours at a time, that Luke, Leia, Han and all the Rebels are really out there somewhere, struggling for freedom against dark and evil forces. Shadows of the Empire possesses that same uncanny believability that will suck you in and make you a believer, (at least for a little while,) in Wookiees, spaceships and scoundrels!





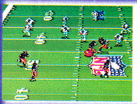
You won't believe the speed of this level! If the Swoop riders don't turn you into *Bantha fodder*, they'll leave you in the dust.

CAPT.'S LOG

LEVEL	TYPE
Battle of Hoth	PILOT
Escape From Echo Base	COMMANDO
The Asteroid Field	PILOT
Ord Mantell Junkyard	COMMANDO
Gall Spaceport	COMMANDO
Mos Eisley and Beggar's Canyon	PILOT
Imperial Freighter Suprosa	COMMANDO
Sewers of Imperial City	COMMANDO
Xizor's Palace	COMMANDO
Skyhook Battle	PILOT

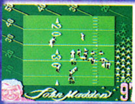
Sports SCENE

34 MADDEN '97



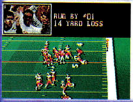
Is Madden '97 football heaven? Don't go deep to the shelves of your favorite video game store until you check out the latest developments on this Super NES game.

36 MADDEN '97



If you're a football fan with a Game Boy, Madden '97 is your ticket to portable passing, punting and pick offs. Take a look at the latest developments on page 36.

37 COLLEGE FOOTBALL USA '97



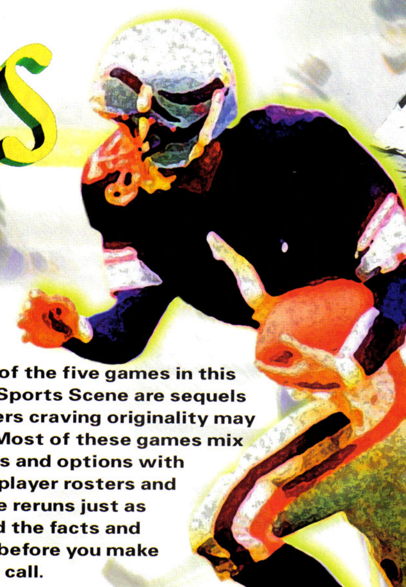
Wanna be a football hero? Battle it out with 111 college teams and lead your favorite school to the Nokia Sugar Bowl. College Football USA '97 is the new big game on campus.

38 NBA LIVE '97

Is this hoops game alive and kicking or just a flat air ball? Sports Scene goes downtown to find out what's new and cool in Black Pearl's NBA '97 for the Super NES.

39 NHL '97

It's the coolest hockey game for the Super NES, but NHL '96 owners will experience deja vu. See if you can distinguish between the old and the new in NHL '97.



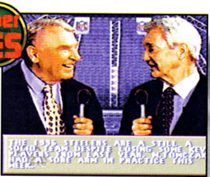
Four out of the five games in this month's Sports Scene are sequels and gamers craving originality may cry foul. Most of these games mix old menus and options with updated player rosters and logos. Are reruns just as fun? Read the facts and features before you make your own call.

MADDEN 97

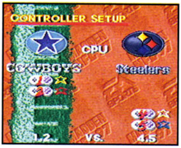
by

ELECTRONIC ARTS

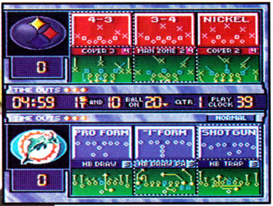
Super NES



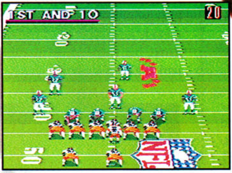
THE 1996 STEELERS ARE A STILL A SOLID TEAM DESPITE LOSING SOME KEY PLAYERS FROM LAST YEAR. M.TOMCZAK HAD A SORE ARM IN PRACTICE THIS WEEK.

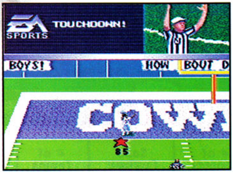


Madden '97 is the sixth Madden game released for the Super NES. While it looks nothing like the original John Madden game released in 1991, some gamers might consider it to be the fraternal twin of Madden '96. In the evolution toward an ultimate gridiron game, the developers apparently opted for a short gain. Aside from an updated roster with actual NFLPA players, new NFL logos and the addition of the Baltimore Ravens, only a handful of modifications separate the new Madden game from last year's version. All of the venues remain identical, right down to the bleacher banners. The players have


4-3
3-4
NICKEL
COVER 3
MAN ZONE 2
COVER 2
0
TIME OUTS
04:59
1ST AND 10
BALL ON 20
QTR 1
PLAY CLOCK 39
NORMAL
PRO FORM
"I" FORM
SHOTGUN
HB DRAW
HB DRAW PASS
HB TRAP
0

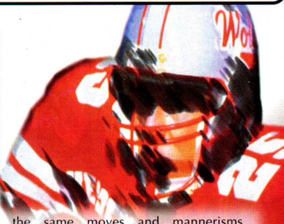
Pick your winning play. It takes time to familiarize yourself with the 500 offensive play combinations in Madden '97. If you don't do some pregame homework, you'll be called for Delay of Game on the first down.

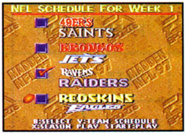

1ST AND 10
20


EA SPORTS
TOUCHDOWN!
BOYS!
HOW BOUT D
COW

If you want to get to the end zone in a hurry, make sure you give your running backs time to rest. Every player has an energy level. If your star players look tired, send in substitutions so they can catch their breath.

the same moves and mannerisms. Madden '97 even borrows elements from other sports hits in the Electronic Arts line-up, including the foot stomping chants of "Dee-Fense" which echoed throughout NHL '96. But if you're a Madden maniac, or didn't buy last year's edition, you're not going to care. Nobody will dispute that this game is fun to play, especially with five gamers hooked up to a multi-player adapter. New features include 500 offensive play combinations, a salary cap on trades, two difficulty levels, player stamina stats, new motion-capture graphics and character animation. Just like last year, there are three modes of play: Single Game, NFL Season and Playoff mode. If you play Season mode and win it all in Superbowl XXXI, you'll receive a special code for one of the 30 historical teams hidden in the game, but don't get too excited–16 of these hidden teams are the same as last year. Will the programmers make big changes in next year's version of the game? It's hard to say. But if you're curious about the enhancements made in the John Madden Football series, check out the Super NES Madden Evolution chart on page 36.




NFL SCHEDULE FOR WEEK 1
49ERS
SAINTS
BRONCOS
JETS
RAVENS
RAIDERS
REDSKINS
EAGLES
B:SELECT Y:TEAM SCHEDULE
X:SEASON PLAY START:PLAY

Who's the main course on this week's menu? Madden '97 follows the authentic 1996-97 NFL season schedule so your defensive tackles will never have to guess at the special of the day.

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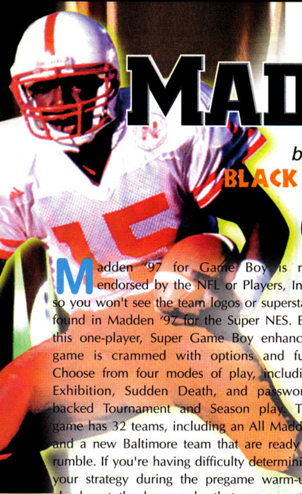
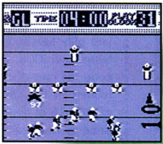
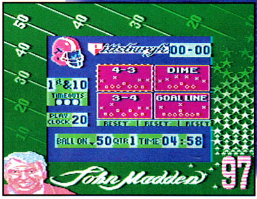


MADDEN™ 97

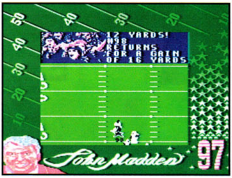
by **BLACK PEARL**

Madden '97 for Game Boy is not endorsed by the NFL or Players, Inc., so you won't see the team logos or superstars found in Madden '97 for the Super NES. But this one-player, Super Game Boy enhanced game is crammed with options and fun. Choose from four modes of play, including Exhibition, Sudden Death, and password-backed Tournament and Season play. The game has 32 teams, including an All Madden and a new Baltimore team that are ready to rumble. If you're having difficulty determining your strategy during the pregame warm-up, check out the bar graphs that compare the team's defensive and offensive strengths and weaknesses. This information also helps you pick your audible plays. Prior to kickoff, you can program two defensive and offensive plays into your audible play inventory. Because the game is password-backed, it's important to remember to reprogram your audible selection each time you plug in Madden '97. Other new features include a kick hang time clock, injuries and player substitutions. If there is any downside to this versatile game, it might be the optional background music. The happy melody might suit a golf or fishing game, but it doesn't fit in a bone-jarring football frenzy.



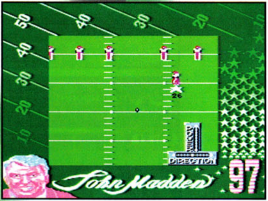


Do you have a play that can take you all the way? With eight offensive formations and a total of 32 different plays, you'll have to call time out to review all your alternatives.



12 YARDS! #98 RETURNS FOR A GAIN OF 16 YARDS

If you're the home team, you can bask in brief moments of motion captured cheering from your fans. Just make sure you don't fumble the ball in your own end zone.



Kick off the football season in color on your Super Game Boy or in monochrome on your Game Boy or Game Boy Pocket. The only thing missing in this Madden '97 is a multi-player option.

The Super NES Madden Evolution		# of Players	Save Feature	# of Teams	# of Receivers	NFL Players?	Memory Size
	JOHN MADDEN'S FOOTBALL	1-2	PASS	29	3	N	8 Meg
	MADDEN NFL '93	1-2	PASS	40	3	N	8 Meg
	MADDEN NFL '94	1-5	PASS	80	3	N	8 Meg
	MADDEN NFL '95	1-5	BATT	30	3	N	8 Meg
	MADDEN '96	1-5	BATT	70	5	Y	12 Meg
	MADDEN NFL '97	1-5	BATT	62	5	Y	12 Meg

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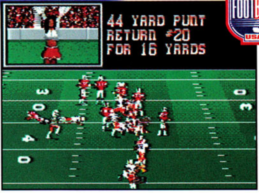
COLLEGE FOOTBALL USA 97™

by

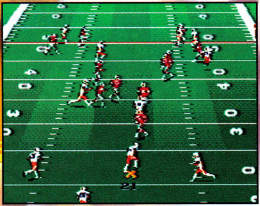
BLACK PEARL

Super NES

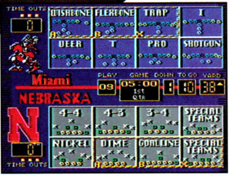


The fans in College Football's motion capture video footage cheer or jeer depending on your team's performance on the field.

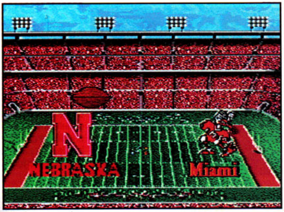
Unlike the other games in this month's Sports Scene, College Football USA '97 is not a sequel. It includes all 111 Division 1-A college teams and three detailed modes of play. It lets you guide your favorite team through an entire season to win an invitation to the Nokia Sugar Bowl, site of the 1997 National Bowl Alliance Championship game, or one of three other bowl games, including the Rose Bowl, FedEx Orange Bowl and the Tostitos Fiesta Bowl. Up to 16 players can pair up and fight their way to the top in Round Robin Tournament mode while the game tracks all their records and team statistics. You can even gather five gamers together and take to the field simultaneously with a multi-player adapter. If these options sound too involved or lengthy to you, settle down and play a solitary game in Exhibition mode. College Football USA '97 has plenty of stats, and the battery back-up keeps track of your records. Season mode is exceptionally detailed–realistic score updates brief you on the progress of the other 56 collegiate confrontations in the nation. Your team's schedule is modeled after the actual schedule used during the 1996-'97 season. Since each player has an energy level, it's important to rotate your substitute players to keep your team in top form. If the game has any shortcomings, it's in the graphics and the button configuration. It's easy to lose track of the football if any player on the field is wearing a uniform color that vaguely resembles a shade of pigskin. Just keep pushing the buttons until the whistle blows. And while most Super NES football games use the Y, A and B Buttons on the Control Pad, the developers of College Football '97 picked the X, A, and B Buttons. This unusual button configuration takes time to get used to–you're hereby warned to practice in Exhibition mode before you go for a bowl game.



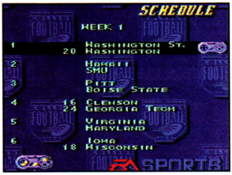
College Football USA '97's camera angle gives the ball carrier the big picture fifty yards at a time, so you can see all of the downfield coverage.



With over 196 offensive and another 50 defensive plays to choose from, you'll never be accused of being predictable.



Looking for a good matchup? College Football USA '97 is crammed full of 111 Division 1-A teams from seven different conferences.



SCHEDULE
WEEK 1
1 20 WASHINGTON ST.
WASHINGTON
2 HAWAII
SMU
3 PITT
BOISE STATE
4 16 CLEMSON
24 GEORGIA TECH
5 VIRGINIA
MARYLAND
6 18 IOWA
WISCONSIN

The Week Schedule Menu is modeled on all the actual games scheduled during the 1996-'97 season, so you can recreate the real thing.

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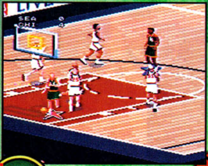
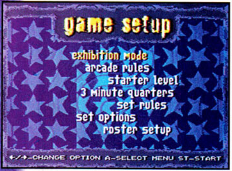
NBA LIVE 97™

by ELECTRONIC ARTS

If the blazing nets and sky-high slams in NBA Jam and NBA Hangtime seem absolutely absurd to you, NBA Live '97 is your game. This basketball simulation has the realistic moves you see on television, except that here, you're the one calling the shots and making the play of the day. NBA Live '97 includes many of the same programming features used in NBA Live '96. The players continue to scroll diagonally down the court and they still make all the cool dunks, fadeaways and alley-oops from every corner of the key. NBA Live '97 keeps you updated with scoring or statistical summaries after baskets or turnovers. All of the authentic NBA players are suited up and each of the 29 NBA teams is rated according to its scoring, rebounding, ball control and defensive abilities during the 1995-96 season. There are also two All-Star Teams and four optional teams you can customize. Take it to the net in Exhibition or Play-off mode, or go the distance in an 82-, 56-, or 28-game season. Get in the game by creating your own persona and sign with your favorite team. Plus, if you own a multi-player adapter, you and four of your friends can take control of an entire team and play against the computer, or crash the boards in a 2-on-3, 2-on-2 or even a 4-on-1 round ball rampage. There's even a half court practice mode so you can perfect your playing skills before you hit prime time. If you're still falling behind, save face and stuff your opponent in the new basketball trivia game.



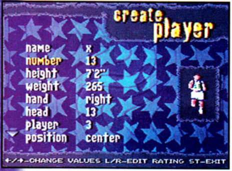


game setup

exhibition mode
arcade rules
starter level
3 minute quarters
set rules
set options
roster setup

←/→-CHANGE OPTION A-SELECT MENU ST-START

Versatility is the name of the game. NBA Live '97 features four modes of play, arcade and simulation rules, and three difficulty levels. You can even turn off the fouls.

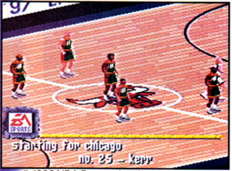


create player

name x
number 13
height 7'2"
weight 265
hand right
head 13
player 3
position center

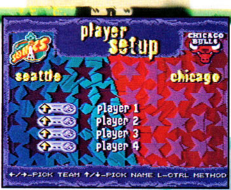
←/→-CHANGE VALUES L/R-EDIT RATING ST-EXIT

If you've ever aspired to play round ball with the big boys, pick out your jersey number and create your persona. NBA Live '97 lets you play on your favorite team.



starting for chicago
no. 25 – kerr

Players from all 29 NBA teams are rated individually according to their scoring, rebounding, ball control and defensive performance during the 1995-96 season.

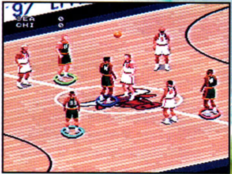


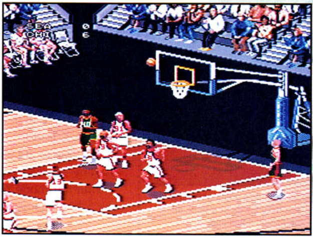
player setup

seattle
chicago

player 1
player 2
player 3
player 4

←/→-PICK TEAM ↑/↓-PICK NAME L-CTRL METHOD





One to five gamers can play NBA Live '97 simultaneously. You can identify the player you control by the colored circle around his feet.

Up for a game of no-holds-barred rat ball? Disable some or all of the fouls and penalties on the versatile Setup Menu. All you have to add is your own trash talk.

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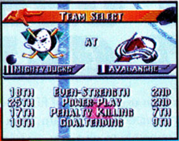
NHL 97

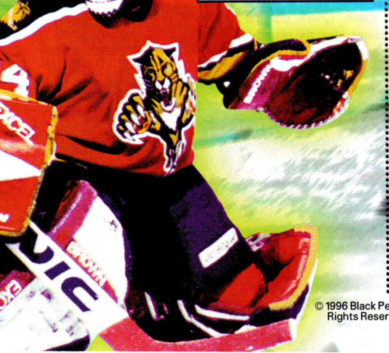
by
BLACK PEARL

Last year we hailed NHL '96 as the Stanley Cup of all hockey video games, but players who didn't buy the game won't have to fret–NHL '97 looks like NHL '96 with an updated roster. It takes a discerning eye to find the sprinkling of differences between the games. The players skate a little more quickly down the ice. A new Coaching menu lets you modify the strategies for each of your hockey lines. But the sound effects, menu and game play remain the same. Granted, it would be tough for the developers to improve on an already great sports title, and NHL '97 builds on the elements that made NHL '96 a hit. The game is licensed by the NHL and the NHLPA so you'll find the real player's names, stats and authentic team logos. You can use all the moves you see on television or at the rink, including fake shots, quick stops, drop passes and the bewildering spin-o-rama. You can still check your opponent off the ice and two rows back into seats.


TEAM SELECT

MIGHTY DUCKS AT AVALANCHE

MIGHTY DUCKS		AVALANCHE
18TH	EVEN-STRENGTH	2ND
25TH	POWER-PLAY	2ND
17TH	PENALTY KILLING	7TH
10TH	GOALTENDING	9TH



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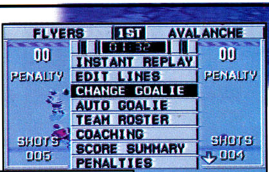
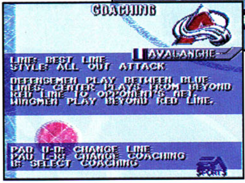



COACHING

AVALANCHE

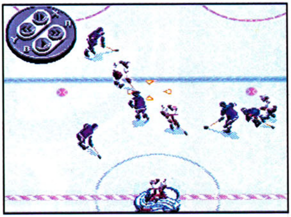
LINE: BEST LINE
STYLE: ALL OUT ATTACK

DEFENSEMEN PLAY BETWEEN BLUE LINES. CENTER PLAYS FROM BEYOND RED LINE TO OPPONENT'S NET. WINGMEN PLAY BEYOND RED LINE.

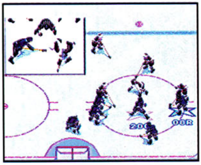
PAD U-D: CHANGE LINE
PAD L-R: CHANGE COACHING
B: SELECT COACHING

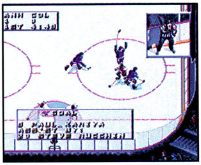
Been there, done that? Owners of NHL '96 won't see radical changes between their games and NHL '97. Aside from a coaching tips feature and an updated roster, the two games are much the same.

NHL '97 is packed with a ton of options. Get technical with the innovative Coaching menu and adjust your team's play according to your opponent's strength. Choose between five degrees of aggressiveness for all seven of your team's lines, ranging from All Out Defense to All Out Attack. If you're tired of coaching and spoiling for a tussle, toggle the Fighting option on and duke it out until your opponent drops to his knees. Or join your favorite team's roster, and, if you're good enough to guide your team through a grueling, 82-game season and win your division, you'll be able to test your skills to the limit in the Stanley Cup play-offs. If you don't have the time to play an intense seven-game series, NHL '97 even has an option to limit the series to a one game, mega-match. If you like hockey, this sequel is cooler than ice shavings.

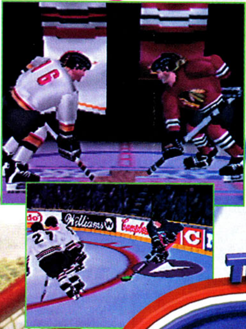


An easy-to-use instant replay feature allows players to review their shots and bask in their moments of glory.





NHL '97 features authentic logos and players—key ingredients in any successful sports title.



If you want a hockey game more realistic than Midway's Wayne Gretzky's 3D Hockey, you're probably going to risk losing a couple of teeth. This first sports title for the N64 is an outstanding reproduction of the arcade smash. Plus, if you own a Controller Pak, you can save your stats and take them with you. Plug them into a friend's game and slug it out in a wild, multi-player match!

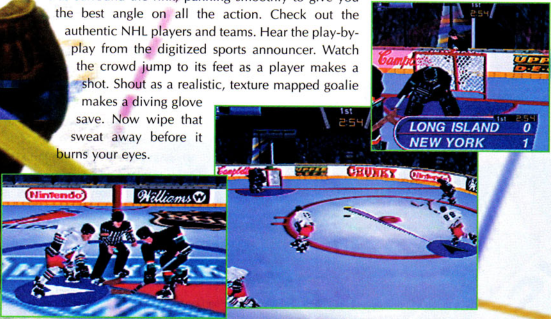
The NHLPA™ & NHL® Present

WAYNE GRETZKY'S 3D HOCKEY™

© and ® 1996 Midway Inc.

THE GREAT ONE HAS A GREAT GAME

Wayne Gretzky's 3D Hockey is going to raise your expectations of future N64 sports titles to stratospheric levels. The option-packed game is fun to watch, easy to learn and a blast to play. Seven cameras surround the rink, panning smoothly to give you the best angle on all the action. Check out the authentic NHL players and teams. Hear the play-by-play from the digitized sports announcer. Watch the crowd jump to its feet as a player makes a shot. Shout as a realistic, texture mapped goalie makes a diving glove save. Now wipe that sweat away before it burns your eyes.

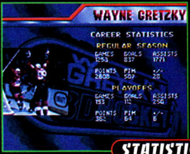


MODES OF PLAY

Wayne Gretzky's 3D Hockey is packed with tons of options and versatile game play. Flip through the cart's user-friendly menus and peruse the five modes of play and multi-player options for intense matches with as many as four gamers. Your choices include Single Game mode, Season or Tournament play, Play-offs, and Practice mode.

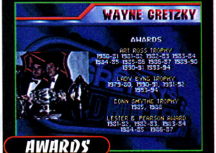
WHY HE'S THE GREAT ONE

Read up on all of the Great One's career records. Even if you've never taken to the ice yourself, you can compare your season stats with Wayne Gretzky's achievements.



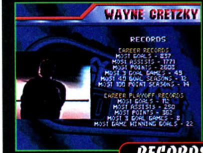
WAYNE GRETZKY
CAREER STATISTICS
REGULAR SEASON
GAMES 1253 GOALS 837 ASSISTS 1771
POINTS 2808 PIM 507 +/- 28
PLAYOFFS
GAMES 193 GOALS 112 ASSISTS 250
POINTS 362 PIM 64 +/- 6

STATISTICS



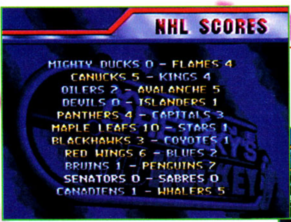
WAYNE GRETZKY
AWARDS
ART ROSS TROPHY
1980-81 1981-82 1982-83 1983-84 1984-85 1985-86 1986-87 1989-90 1990-91 1993-94
LADY BYNG TROPHY
1979-80, 1990-91, 1991-92 1993-94
CONN SMYTHE TROPHY
1985, 1988
LESTER B. PEARSON AWARD
1981-82, 1982-83, 1983-84 1984-85 1986-87

AWARDS



WAYNE GRETZKY
RECORDS
CAREER RECORDS
MOST GOALS - 837
MOST ASSISTS - 1771
MOST POINTS - 2808
MOST 3 GOAL GAMES - 49
MOST 40 GOAL SEASONS - 12
MOST 100 POINT SEASONS - 14
CAREER PLAYOFF RECORDS
MOST GOALS - 112
MOST ASSISTS - 250
MOST POINTS - 382
MOST 3 GOAL GAMES - 8
MOST GAME WINNING GOALS - 22

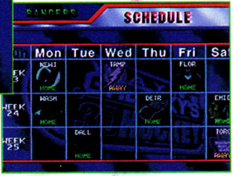
RECORDS

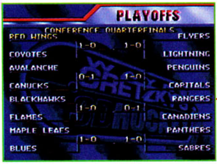


NHL SCORES
MIGHTY DUCKS 0 - FLAMES 4
CANUCKS 5 - KINGS 4
OILERS 2 - AVALANCHE 5
DEVILS 0 - ISLANDERS 1
PANTHERS 4 - CAPITALS 3
MAPLE LEAFS 10 - STARS 1
BLACKHAWKS 3 - COYOTES 1
RED WINGS 6 - BLUES 2
BRUINS 1 - PENGUINS 7
SENATORS 0 - SABRES 0
CANADIENS 1 - WHALERS 5

PICK YOUR SEASON

There are three different season modes. Win enough of the 25 games in the Short Season and you'll end up in the Play-offs. The Long Season has 82 games. You must defeat every team to win the Stanley Cup in the Arcade Season.





PLAYOFFS
CONFERENCE QUARTERFINALS
RED WINGS 1-0 COYOTES
AVALANCHE 0-1 CANUCKS
BLACKHAWKS 1-0 FLAMES
MAPLE LEAFS 1-0 BLUES
FLYERS 1-0 LIGHTNING
PENGUINS 1-0 CAPITALS
RANGERS 0-1 CANADIENS
PANTHERS 1-0 SABRES

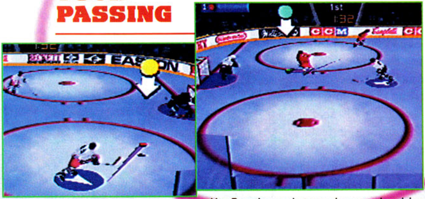
PLAY-OFFS

You cannot tie in Play-offs mode. This is the only mode in the game that makes teams play consecutive rounds of sudden-death overtime until someone scores.

PREGAME PRACTICE MODE

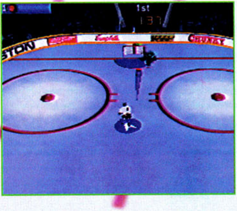
Whether you're in the middle of a tough season or an extended Tournament, sooner or later you're going to run into a team with the best passers and scorers you've ever encountered. Practice will help you learn to handle the best players. Perfect your passing and shooting strategies before you take to the ice.

PERFECT YOUR PASSING



Use Practice mode to work on synchronizing one-timers and coordinating offensive strategies. Solid passing is the key to defeating the game's most aggressive teams.

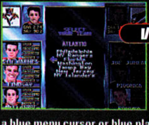
TAKE YOUR BEST SHOT



You won't score big unless you figure out a routine for fooling the goalie. Practice your breakaways until your scoring percentage mirrors your shots on goal.

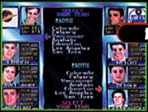
MULTI-PLAYER MAYHEM

Multi-player mode is one of the hottest features in Wayne Gretzky's 3D Hockey. Each controller is assigned a color, but the color assignment changes depending on the mode you select.



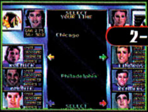
VS. COM

Both on and off the ice, Player 1 is identified by a blue menu cursor or blue player identification circle. All other colors represent computer controlled players.



1-ON-1

In a head-to-head, two-player confrontation, Player 1 is identified by the blue cursor and blue color identification circle. Player 2 is assigned the color red.



2-ON-2

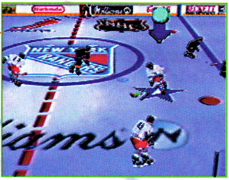
In a four-player game, Player 1 is blue and his teammate, Player 2, is yellow. Players 3 and 4 are red and green respectively. All other colors are computer controlled.

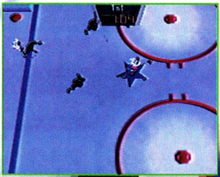
CAMERA VIEWS

In the pre-N64 days of video hockey games, the software designers determined the one perspective you would use to play the game. Wayne Gretzky's 3D hockey has seven different camera angles so you can select a perspective that suits your playing style and strategies.

LOW SIDE CAMERA

The Low Side Camera drops you off in the middle of the action at center ice. If you want to know what it's like from the players' perspective, adjust your audio controls until the crowd noise is maxed and cut the commentator's voice. The only drawback with this camera angle is that you won't see your teammates when making a long pass.



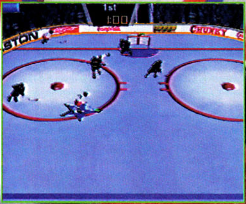


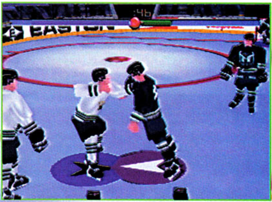
HIGH SIDE CAMERA

The High Side Camera gives you a wide enough view of the ice that you shouldn't have a problem seeing all but the longest passes. This perspective is similar to the one from the owners' box seats in a NHL venue. The neutral angle is ideal for boisterous multi-player matches when disputing gamers can't agree on a camera position.

GOAL SIDE CAMERA

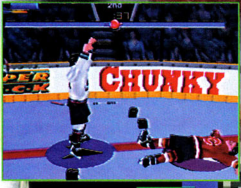
Four high and low cameras on both sides of the rink cover the action from end to end. The Goal Side Cameras have perspectives similar to other popular hockey games like NHL '96, but these versatile cameras swing down directly on the action surrounding the net. The High Goal Side Cameras are ideal for one-player games.





SETTLE A SCORE

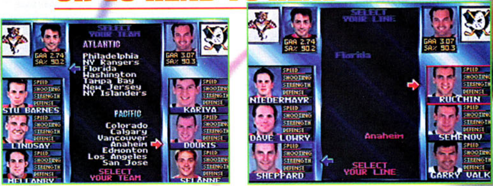
Activate the Fight option and slug it out on the ice. Depending on how you set up your game, the fisticuffs victor will end up doing time in the penalty box or facing off near the loser's goal. Fighting mode features four types of punishing punches. The fight ends when a player's stamina bar is depleted. Fights often start after the players have checked, tripped, hooked or bumped into each other one too many times during the game. Play it clean and your players won't get mean.



SELECT YOUR TEAM

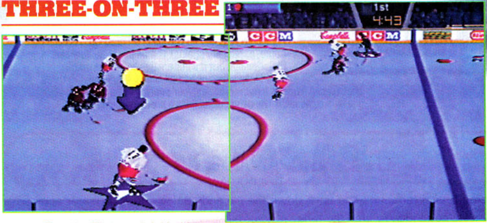
Wayne Gretzky's 3D Hockey features 17 top NHLPA players from each of the 26 National Hockey League teams. Each hockey player is rated according to his Speed, Shooting, Strength and Defensive abilities. The players with the longest bars are the easiest to use in Season or Tournament modes.

PLAY ON THE SAME TEAM OR GO HEAD-TO-HEAD


SELECT YOUR TEAM
ATLANTIC
Philadelphia
NY Rangers
Florida
Washington
Tampa Bay
New Jersey
NY Islanders
PACIFIC
Colorado
Calgary
Vancouver
Anaheim
Edmonton
Los Angeles
San Jose
SELECT YOUR TEAM
GAA 2.74 SA% 90.2
GAA 3.07 SA% 90.3
STU BARNES
LINDSAY
MELLANBY
KARIYA
DOURIS
SELANNE
SELECT YOUR LINE
Florida
Anaheim
NIEDERMAYR
DAVE LOWRY
SHEPPARD
RUCCHIN
SEMENOV
GARRY VALK
SELECT YOUR LINE

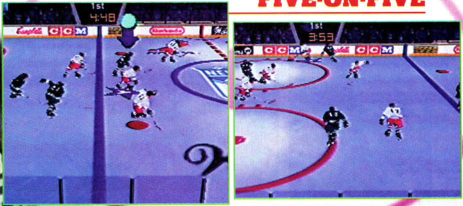
Up to four players can play on the same team or elect to team up against each other in head-to-head matches. Each player is assigned a color cursor, making the action easy to follow.

THREE-ON-THREE



Three-on-Three mode is ideal for the Arcade rinks. This mode is great for fast paced, multi-player games—just remember to deactivate the optional Offsides rule before you face off.

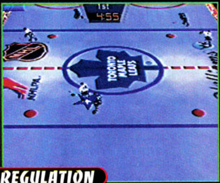
FIVE-ON-FIVE


1st
4:48
1st
3:53
CCM

Five-on-Five mode is best suited for Simulation play. Even with five players per team, there's a lot of ice to cover, and the final scores will be lower than games played in an Arcade rink.

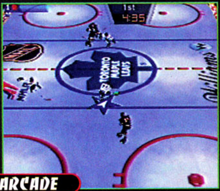
WOULD YOU LIKE REGULAR OR SUPER SIZE?

Wayne Gretzky's 3D Hockey has two rinks, so you can play a game to suit your mood. Choose the Regulation rink for Simulation play and use the smaller Arcade rink when you want wild action.


1st
4:55
TORONTO MAPLE LEAFS

REGULATION

The Regulation Rink is ideal for Five-on-Five play in Simulation mode. Because players have to skate farther, remember to rotate your lines to avoid fatigue.


1st
4:35
TORONTO MAPLE LEAFS

ARCADE

The arcade-sized rink is smaller than the Regulation rink, so the puck spends less time between the blue lines and more time in the back of the net.

Division PACIFIC

#1 COLORADO

#2 VANCOUVER

#3 ANAHEIM

#4 CALGARY

#5 EDMONTON

#6 SAN JOSE

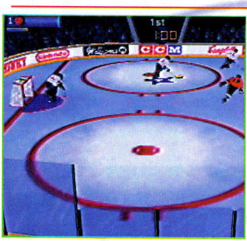
#7 LOS ANGELES

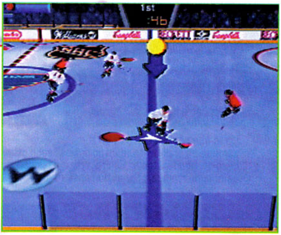
OFFENSE

IT'S A BLAST!

Before you blast the puck down the opposing goalie's throat, study the statistics of the players on your team. Find out who's fastest on the breakaways and who should make the shots in the final seconds of the period. The more you know, the more you'll win.

EVERYWHERE AT ONCE



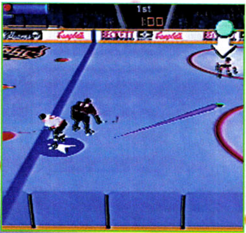


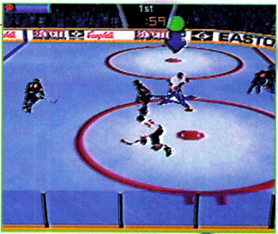
It's tough to cover all the ice in a Three-on-Three game, especially against teams like New York and Philadelphia, but it's imperative to keep a man in your Defensive zone at all times. While having three shooters in front of a net increases your scoring opportunities, your goalie is exposed if the other team gets a breakaway play.

PASSING

Good passing is vital to moving the puck down the ice and getting a jump on your opponents defenders. It's a good idea to limit the range of your passes to what you can see on the screen. Most passes made off the screen tend to end up on the end of a defender's stick.

PASS THE PUCK



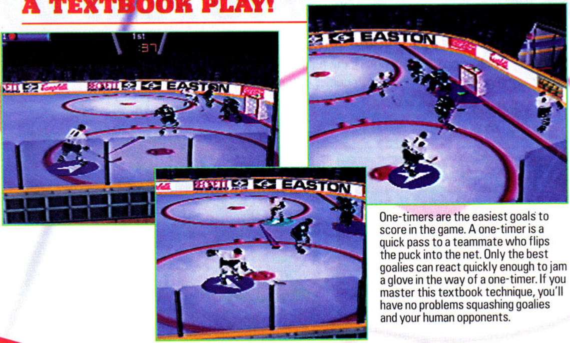


Press the B Button to pass the puck. While it's important to unload the puck if you're about to take a hit, it's even more critical to keep your receiver out of heavy traffic. If you can advance two players down the ice and pass the puck between them, you might fool the goalie and launch an easy shot between the posts.

SHOOTING

Fifty shots on goal won't mean a thing if you don't have a plan before you tap the A Button. Watch the goalie and wait for an opening. If you have time, try to fake or hesitate before you make the shot. It might move the goalie out of position.

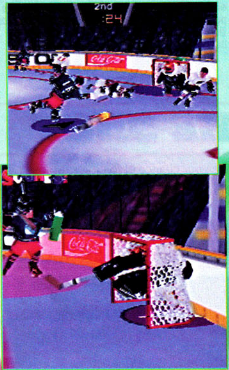
A TEXTBOOK PLAY!



One-timers are the easiest goals to score in the game. A one-timer is a quick pass to a teammate who flips the puck into the net. Only the best goalies can react quickly enough to jam a glove in the way of a one-timer. If you master this textbook technique, you'll have no problems squashing goalies and your human opponents.

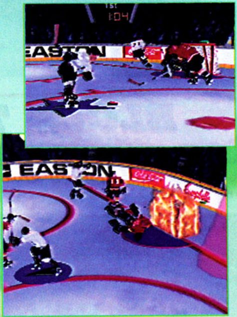
POWER PLAY

STUFFED!



If you perfect your timing, the Humiliator move is a guaranteed goal. Skate between the two face-off circles directly in front of the net and execute a power shot by pressing the A Button and the bottom C Button at the same time. This shot is tougher than it sounds.

A THREE-ALARM FIRE



Burn up your opponent's net by pressing the bottom C Button as you make your shot. The net will catch fire if the burning puck gets by the goalie. Like other special moves, the Flaming Net is available in Arcade mode. You can't get burned if you're playing Simulation mode.

Division CENTRAL

DETROIT #1

PHOENIX #2

ST. LOUIS #3

CHICAGO #4

DALLAS #5

TORONTO #6

Division
ATLANTIC

#1 PHILADELPHIA

#2 NY RANGERS

#3 FLORIDA

#4 WASHINGTON

#5 NEW JERSEY

#6 TAMPA BAY

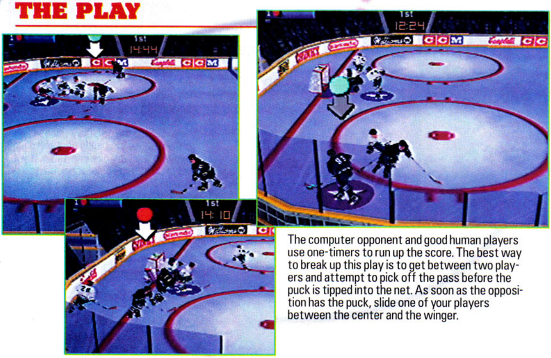
#7 NY ISLANDERS

DEFENSE

KNOW THE C TO PLAY D

Knowing how to use the four C Buttons on your N64 Controller is your key to victory. The left C Button checks, the top C Button hooks, the right C Button trips, and the bottom C Button activates turbo power. Read up on defensive strategies outlined here.

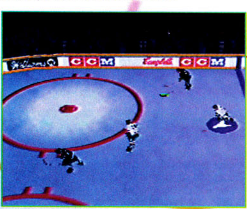
BREAK UP THE PLAY



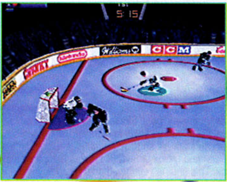
The computer opponent and good human players use one-timers to run up the score. The best way to break up this play is to get between two players and attempt to pick off the pass before the puck is tipped into the net. As soon as the opposition has the puck, slide one of your players between the center and the winger.

BLOCK THE SHOT

Blocking and attempting to stop the puck increases your chance of forcing a turnover. If you see your opponent pulling his stick back to shoot, tap the A Button to kneel down in front of the puck and block the shot.



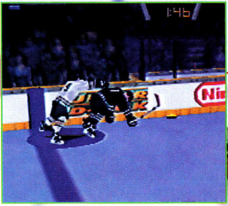
ROBIN HOOD AND HIS MERRY MEN



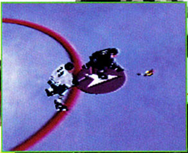
Get close enough to your opponent to rob the puck by pressing the B Button. If this doesn't work and you have the penalties turned off, try tripping him up by pressing the right C Button or hooking him by pressing the top C Button. Just don't play too dirty or you'll end up with an ugly fist fight on the ice.

CHECKING

It's fun to turn off the penalties and play dirty, but the computer opponent is the master of disaster in no-holds-barred play. If you decide to be offensively defensive, check out the following moves of mayhem.

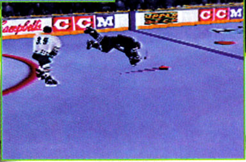


HE GOES DOWN!



You can hook a player and break up a play by pressing the top C Button as you approach him from behind. This move is great for slowing down the opposition, but it will earn you a trip to the penalty box if the referee sees you do it.

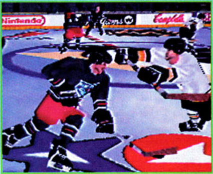
HAVE A NICE TRIP!

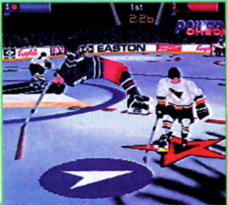


Press the right C Button to send your opponent or your teammate sprawling across the ice. It's easier to trip a player if you approach him from the side or behind. Make sure the penalties are turned off or you'll be the real fall guy.

POWER-PLAY

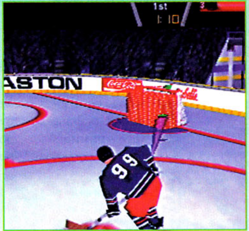
POWER SLAM!





When you're falling behind and the opposition is finding the back of your net, there's nothing quite as gratifying as upending one of their stars at center ice. To execute a Power Check, press the left C Button and the bottom C Button as you hit your victim.

THE WALL



If a goalie blocks six consecutive shots in Arcade mode, the seventh shot transforms him into a impenetrable brick wall. All shots aimed at a brick wall—including flaming pucks—are automatically deflected. The goalie reverts back to his human form until he blocks another six shots in a row.

Division
NORTH EAST

PITTSBURGH #1

BOSTON #2

MONTREAL #3

BUFFALO #4

HARTFORD #5

OTTAWA #6

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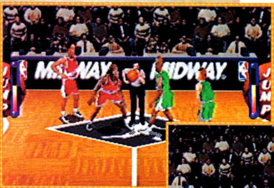
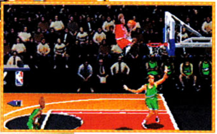
NBA HANG TIME™

Hungry for something new in sports games? Midway is serving up a steaming platter of the juiciest jams and the spiciest gameplay in NBA HangTime for the Super NES. This is a spot-on translation of the arcade sensation, we crashed the boards to bring you killer strategies and exclusive codes!

Reality CHECK

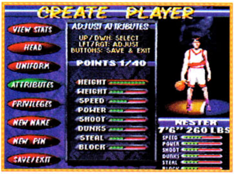
NBA Hang Time is unlike any previous basketball title, coming close to the level of a basketball sim while still retaining all of the ball-slamming excitement of the "fantasy" hoopfests we've come to know and love. The secret is a game engine that is geared towards realistic, true-to-stats player performance. You'll still be racking up style points for mile-high monster jams, but let's just say that, for example, a certain player with multi-colored hair won't be constantly draining three-pointers from the corner!


MIDWAY
MIDWAY
JUMP



In the GAME

Not only do you have the choice of 29 pro teams and 145 real NBA players, you also have the ability to create your own character! You have complete control over your attributes, including a choice of secret power-ups, and winning games will earn you extra power points for increasing your stats.

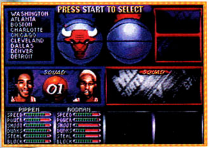

CREATE PLAYER
VIEW STATS
HEAD
UNIFORM
ATTRIBUTES
PRIVILEGES
NEW NAME
NEW PIN
SAVE/EXIT
ADJUST ATTRIBUTES
UP/DWN: SELECT
LFT/RGT: ADJUST
BUTTONS: SAVE & EXIT
HEIGHT
WEIGHT
SPEED
POWER
SHOOT
DUNKS
STEAL
BLOCK
SPEED
POWER
SHOOT
DUNKS
STEAL
BLOCK

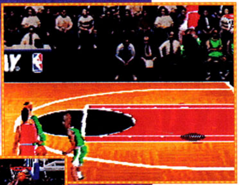
POINTS 1/40

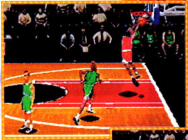
NESTER
7'6" 260 LBS

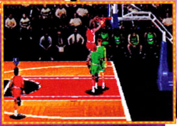
team WORK

The "artificial idiocy" you've come to expect in many sports games is nowhere to be found in NBA Hang Time. Your computer-controlled teammates show some real initiative and act much like you'd expect the real players to act, allowing for terrific teamwork even in a one-player challenge. If your partner is known for fighting it out under the basket and going for the rebound, then that's the way you should use him.

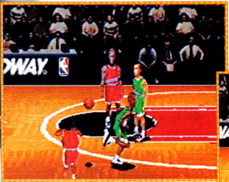

PRESS START TO SELECT
WASHINGTON
ATLANTA
BOSTON
CHARLOTTE
CHICAGO
CLEVELAND
DALLAS
DENVER
DETROIT
SQUAD
01
SQUAD
PIPPEN
RODMAN
SPEED
POWER
SHOOT
DUNKS
STEAL
BLOCK
SPEED
POWER
SHOOT
DUNKS
STEAL
BLOCK

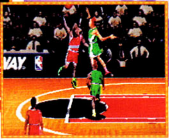






When you hear the announcer yell, "Raises up!", immediately pass the ball to your teammate. If the timing is right, he'll slam it home for a sweet and stylish two points. If he's already on his way down, he'll make another attempt from the floor.



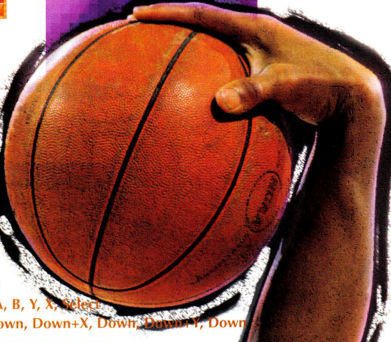


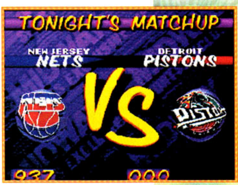
The only thing your computerized partner won't do on his own is pass. Beyond that, he'll work the play according to the situation and not just drive to the hoop.

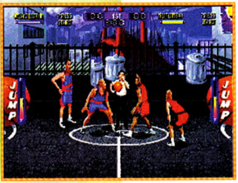
CODE BREAKER

Of course, if you prefer fantasy basketball, the folks at Midway have your number, too! All codes are entered on the Vs. screen, and the three-digit codes are entered by pressing Y, B, and A multiple times.

Legal Goal Tend	9, 3, 7
Quick Hand	7, 0, 9
No Comp Assist	Right, Right+B, Right, Right+B
Multi-Power	Up, Right, Down, Left, Start, A, B, Y, X, Select
City Court	Down+B, Down, Down+A, Down, Down+X, Down, Down+Y, Down




TONIGHT'S MATCHUP
NEW JERSEY
NETS
DETROIT
PISTONS
VS
937
000



For example, if you want legal goal tending press Y nine times, B three times and A seven times on the Vs. screen. We'll have more codes (as well as complete coverage of the upcoming N64 version of this game!) in upcoming issues!

BEST MATCH-UP

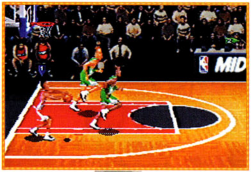
Chicago Bulls	Pippen & Anybody
Cleveland Cavaliers	Hill & Phills
Dallas Mavericks	Mashburn-Kidd
Denver Nuggets	Jackson & Ellis
Detroit Pistons	Hill & Thorpe
Golden State Warriors	Sprewell & Smith
Houston Rockets	Olajuwon & Drexler
Indiana Pacers	Miller & Rose
L. A. Clippers	Vaught & Murray
L. A. Lakers	Campbell & Ceballos
Miami Heat	Hardaway & Mourning
Milwaukee Bucks	Baker & Robinson
Minnesota Timberwolves	Garnett & Gugliotta
New Jersey Nets	Gilliam & O'Bannon
New York Knicks	Ewing & Johnson
Orlando Magic	Hardaway & Grant

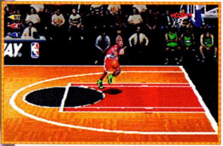
OFFENS STRATEGIES

With the ramped-up AI working for both teams, it's going to take more than blocking and shooting to win one-player games against the computer. You'll have to run many different kinds of plays and be able to switch tactics in mid-stride in response to defense. You'll also have to recover quickly or take advantage of a situation when someone makes a mistake (and there will be foul-ups, believe us!). These strategies will also work well, of course, with a live partner and opponents, but you'll probably have to be even craftier on the court in that situation!

Give-N-Go

This play is good to use if your partner likes to head downtown immediately. If you've been hogging the ball on the last few plays, the drones will start hitting you with double coverage. Jog around the back court for a few seconds while your buddy gets set up, then make a fast pass. Your teammate will be ready and waiting for the wide-open jam!

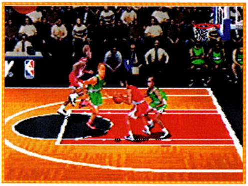




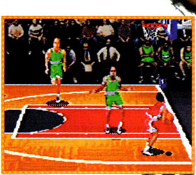
This also works if you're near the hoop but can't get a shot. Hang on to the ball and lure both defenders outside, then pass and let your partner make the score.

Pick and Roll

This move is new to video basketball games. If time is running down and you can't get inside, roll out to the right or left and make a quick jumper. This is especially good if you and your teammate are on the outside, up against a tight one-on-one defense. Dump the ball on your partner and push your way inside, making sure to keep the defender behind you. If you're not double-teamed, you should have just enough time to take the ball and unload before your opponent can get in your face.



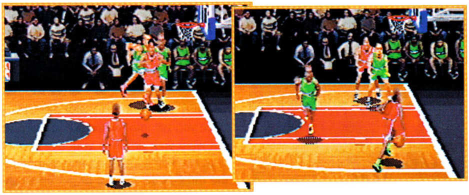
If you're facing up or down, push Left or Right as you shoot to lean out on the jump. Combined with the roll, this will give you pretty good odds on making the shot.



IVE

Post Up

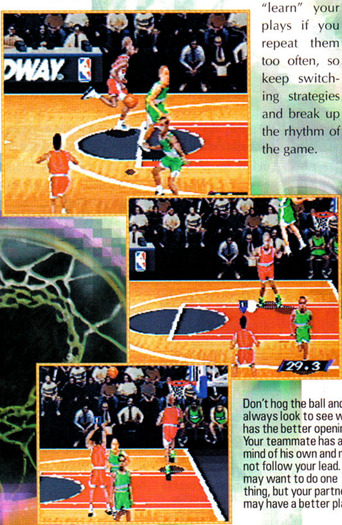
If the Pick and Roll doesn't come off, you may be able to squeeze out a Post Up, if you're lucky. If you push inside and pick up both defenders, pass the ball back out to your buddy for a three-point attempt. If he's not up to that, he can charge in for a lay-up or a jam. In situations like this, with a tough defense, a lay-up is your best bet. It can't be blocked without risking a goal-tending call. Jams are too likely to be blocked in these situations, and a missed three-pointer is ripe for a rebound by a defender.



Try to read what the defenders are going to do before you make a three-point shot, especially in this situation. Is somebody going to get in your face or wait for the rebound? Do you really need the three points, and what play will give you the better chance to score?

Pass Often

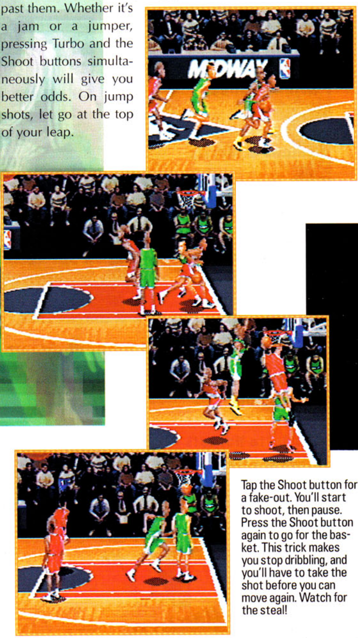
Gone are the days when you'd be able to spend an entire game just charging to the basket for jam after jam. The drones here are smarter and more skilled than you might expect. They're more than capable of picking off a pass, stealing the ball or picking up a rebound, and they'll do it with frustrating regularity. The key is to pass and pass often. Start one play and then break it off and pass. The drones will "learn" your plays if you repeat them too often, so keep switching strategies and break up the rhythm of the game.



Don't hog the ball and always look to see who has the better opening. Your teammate has a mind of his own and may not follow your lead. You may want to do one thing, but your partner may have a better plan.

Going Downtown

Okay, so maybe you do like to go in for the jam! In that case, speed is your best bet. Roughing up the defenders will eventually slow them down, giving you a better chance of blowing past them. Whether it's a jam or a jumper, pressing Turbo and the Shoot buttons simultaneously will give you better odds. On jump shots, let go at the top of your leap.



Tap the Shoot button for a fake-out. You'll start to shoot, then pause. Press the Shoot button again to go for the basket. This trick makes you stop dribbling, and you'll have to take the shot before you can move again. Watch for the steal!

BEST MATCH-UP

Philadelphia 76ers
Coleman & Stackhouse

Phoenix Suns
Tisdale & Finley

Portland Trailblazers
Robinson & Sabonis

Sacramento Kings
Richmond & Abdul-Rauf

San Antonio Spurs
Robinson & Elliot

Seattle Sonics
Kemp & Payton

Toronto Raptors
Wright & Jones

Utah Jazz
Malone & Morris

Vancouver Grizzlies
Edwards & Reeves

Washington Bullets
Howard & Webber

Atlanta Hawks
Blaylock & Mutumbo

Boston Celtics
Fox & Radja

Charlotte Hornets
Divac & Rice

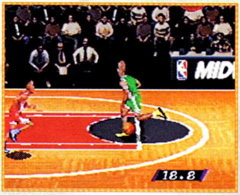
DEFEN

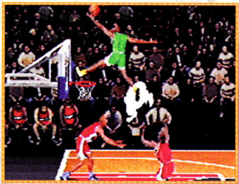
STRATEGIES

Defense is a lot trickier with NBA Hang Time than with some basketball games, but once you get into the groove, it's also much more exciting. You'll really need to check out what your drone or your live partner is doing, or the opposition will just blow past you. Are you going for a one-on-one or a zone strategy? Are you going to try to block the three-point attempt or get under the net in the hope of picking up the rebound? You're going to have to coordinate your players and get your timing down pat, or you'll soon be screaming, "Where's the D?!"

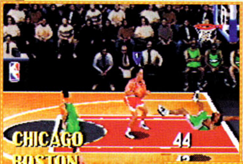
Turbo Defense

Using Turbo on offense can be risky; the faster you go, the sloppier you are and the better the chance that someone will steal the ball. When playing defense, though, Turbo is a must. Use it to get in front of your opponents before they get down court and when Blocking to better your chances of denying a shot.



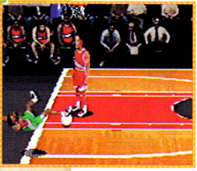


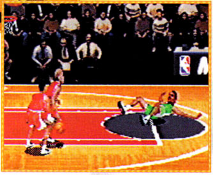
Turbo power is slow to recharge, so save it for the times you really need it. Power down the court and get in position for whatever defense you want to set up.



Push Comes to Shove

Luckily for us, there aren't any foul calls in this game, so push all you want. Face towards your opponent and press the Steal and Turbo buttons at the same time to push. If you catch an opponent at just the right moment, even if he's in the air, you can knock him down before he takes a shot or makes a jam. You may also knock the ball out of his hands or grab onto it yourself, if your stats are good enough. Knocking someone down repeatedly, especially if he doesn't have much Power, will eventually weaken him. He'll soon start to slow down, and it will be easier to steal the ball from him and otherwise disrupt his plays.



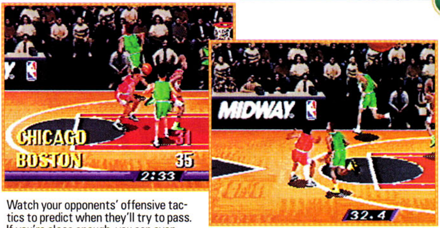


Substitutions are allowed only at halftime, so push your opponents as much as possible in the first and third quarter. If you weaken your opponents significantly, you can run right over them next quarter.

SIVE

Stealing

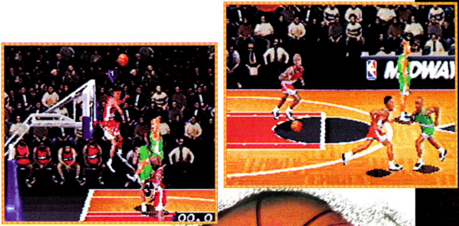
Stealing isn't just about trying to take a swipe at the ball. Keep your eye on your opponent and watch for a pass. If you catch him just as the ball is leaving his hand, you'll have a good chance at grabbing it. You can also set yourself up on the receiving end or right along the line of the pass and pluck it right out of the air. If someone's trying to put the hit on you, press Turbo while standing still to shake him off.



Watch your opponents' offensive tactics to predict when they'll try to pass. If you're close enough, you can even grab the ball on the fly, with maybe just a little bit of Turbo boost as insurance.

Denied!

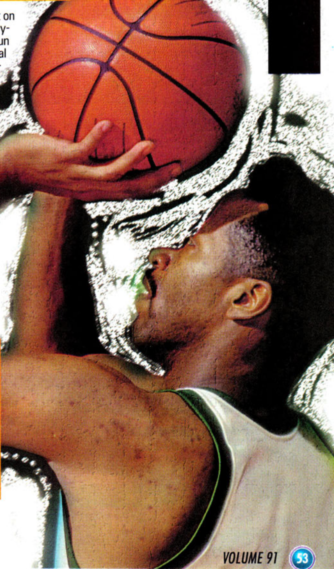
Monster jams may be pretty, but they leave a player wide open for an in-your-face denial. Get just in front of the hoop and take a Turbo-charged leap to snag the ball before your opponent slams it home. Timing is critical, and you'll have to watch for the fake-out. Sometimes one player will look like he's going for the jam, but then his buddy will leap up just a second or two later. The ball gets passed to the second player in mid-air, and suddenly, you're on the way down and the ball is on its way in for two.

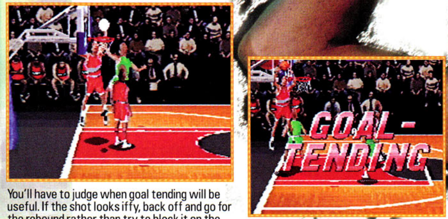


Lots of games are won and lost on this play. You can try to block lay-ups and jump shots, but you'll run the risk of getting hit with a goal tending call. If it looks like nothin' but net, you may want to back off.

Goal Tending

There's actually a time when you'll want to goal tend, and that's when you're "heating up." If you need just one more basket to be "on fire," then go for the goal tending call. Your opponents will get the points, but it won't count as a basket. You can then hoof it downtown for your third basket and really light things up!





You'll have to judge when goal tending will be useful. If the shot looks iffy, back off and go for the rebound rather than try to block it on the way in. The refs may call goal tending even if the shot was a little off.

WAVE RACE 64

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Kawasaki JETSKI

Each difficulty level in Wave Race 64 has new wave conditions, different buoy placement and more aggressive computer opponents. Here's a personal watercraft advisory for the Expert Level.

SUNNY BEACH

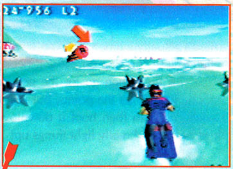
Wild waves, crazy computer opponents and tight buoy placement on Expert Level transform the usual joy ride on Sunny Beach into a nightmare. The waves can be your friend, however, if you know how to use them to your advantage.

Surf's Up

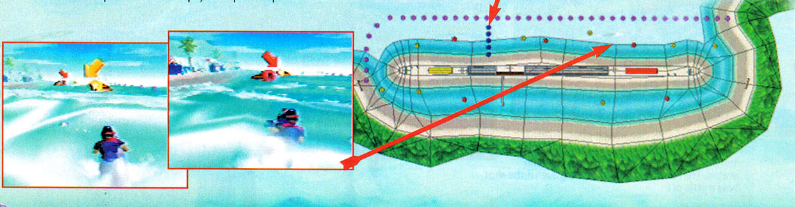
In the slalom section of the course, the rough waves can really throw off your timing. As you go over the waves, press Up on the Control Stick to keep the bow of your watercraft down. Stay in contact with the water as much as possible to keep your speed up.

Anticipate the Turns

Starting in the Hard level courses, you'll notice mines in the water. Lay off the throttle as soon as you hit something (or right before you hit it if you see it coming), so you'll be less likely to lose your grip on your watercraft if you wipe out.



Hit the wave after the mines with your Jet Ski pointing slightly towards the island. This will put you in position to clear the yellow buoy and take the hairpin turn ahead.

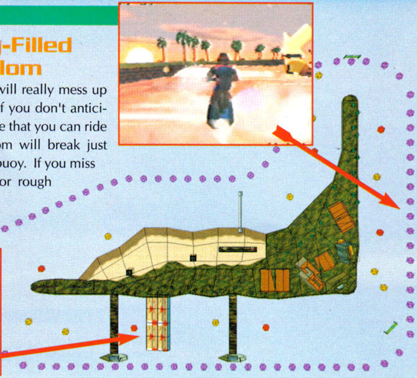


SUNSET BAY

The normally turbulent Sunset Bay is even rougher in Expert Level. Learning how to ride the rippling orange froth while keeping your speed high is important in this course.

Spray-Filled Slalom

The waves here will really mess up your slalom run if you don't anticipate them. A wave that you can ride through the slalom will break just after the first red buoy. If you miss it, be prepared for rough sailing ahead.

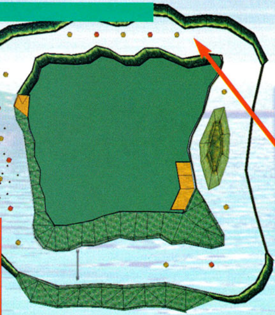


Jump Around

You couldn't have made it this far without mastering the skill of jumping. When you go off the ramp, land with your bow slightly elevated so you don't lose speed when you hit the water. Aim slightly to the left of the yellow buoy.

DRAKE LAKE

Fog is a major factor in Drake Lake on any of the difficulty levels. For the first couple of laps, you'll be forced to race through parts of the course almost blind. Memorize the course to insure success.



Pylon Panic

Take the cut wide around the first red buoy on the pylon side of the island. You'll get a better view of a straight shot through the pylons.

Touch and Go

The buoys in the slalom are clos packed. Depending on how your wat craft is set-up, you can take them tig or you can use a loose grip setting your momentum will help take y around each of the buoys as y weave through.

MARINE FORTRESS

On Expert difficulty, the canal through Marine Fortress will open, providing a valuable short-cut. You'll also want to go around the breaker at the start of the race because it's too risky to try to go over it.

Unforgiving Flotsam

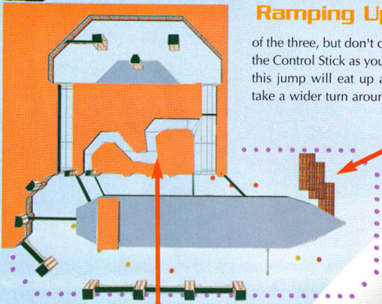
It's risky to try to maneuver through the floating crates. Dive through the wave in front of them (don't jump it) and line up between the first two crates for a safe trip through.

Crate Canal

On your second lap, the canal will open at the last second. Be ready for two floating crates where you come out of the turns.

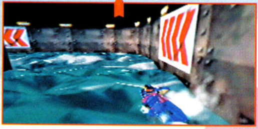
PORT BLUE

Just when you thought it was safe to go into the water at Port Blue, the Expert Level stirs up trouble. The straight tunnel after the first turn has now been replaced with a narrow, twisting canal.



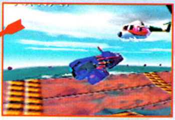
Twisted Tunnel

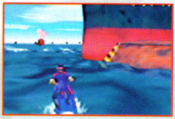
Inside the tunnel, stay on the outside for the wide first turn, but pull in tight for the sharper second turn. The straight tunnel is closed so you have no choice but to use the more difficult twisted tunnel.



Ramping Up

Try to hit the second ramp of the three, but don't catch too much air (press Up on the Control Stick as you go over). Going too long over this jump will eat up a lot of time, as you'll have to take a wider turn around the ship to recover.





Fly over the second ramp and hit the water at an angle (pointing slightly towards the ship) to anticipate the turn ahead.

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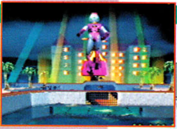
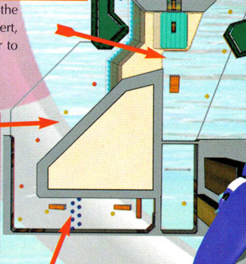
TWILIGHT CITY

You'll notice several differences in the Expert level Twilight City. As usual, there are more waves, and they're in different places. You'll have to handle some of the jumps differently, too.

Over and Under

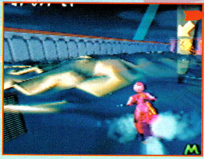


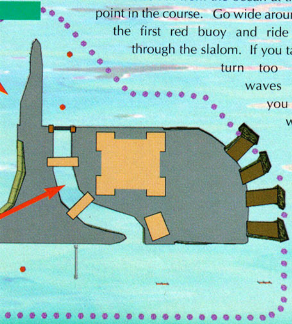
In the previous difficulty levels you could use the ramp to fly over the wall blocking the passage under the skyscraper, but in Expert, you must use the ramp to get enough air to dive under the wall.



Watercraft Breaker!

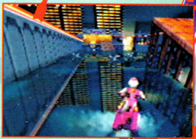
Breakers crash in from the ocean at this point in the course. Go wide around the first red buoy and ride the wave through the slalom. If you take the first turn too tight, the waves will push you into the wall!





Ridiculous Ramps

The second and third ramps in the course are not helpful--they will only slow you down--so you should avoid using them. If you bypass them, be on the lookout for mines in the water. You'll need to use the fourth ramp to jump the pier.

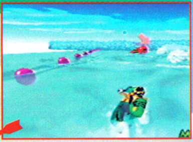


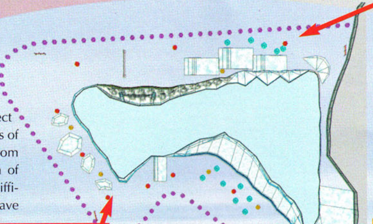
GLACIER COAST

Bobbing ice floes and glacial ice sheets make for slick and dangerous obstacles on the Glacier Coast. Interestingly enough, you have some control of your watercraft on the ice, but use a light touch on the controls or you'll wipe out!

On the Rocks

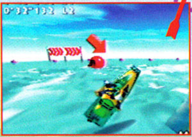
Rather than try to maneuver through the small icebergs, it's better to just go around them on the left side.





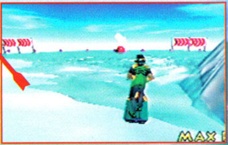
Slippery Slalom

A well-aimed jump off the ramp will put you in a perfect position to hit just the edges of the icebergs in the slalom course. Hitting too much of the ice will make it more difficult to control your weave through the buoys.



Glacial Glide

After you exit the narrow corridor, go wide and then aim at cutting the corner tight. When you're on the ice, you want to use a light touch on the steering or you'll wipe out. Aim at the red buoy on the other side of the ice sheet.



SOUTHERN ISLAND

The course layout doesn't change much between difficulty levels in Southern Island, but the tidal differences will change how you handle the obstacles in Expert Level.

Posted: No Watercraft

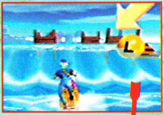
As you're heading for the submerged signs, three waves will come out of nowhere. Press Up on the Control Stick to go through the waves and maintain your heading.

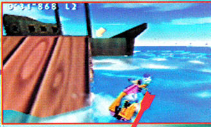
Das Boot

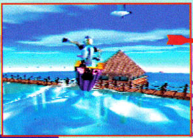
On the first and second laps you'll be able to use the ramp to jump over the shipwreck. On the third lap go around, because the low tide makes it impossible to use the ramp.

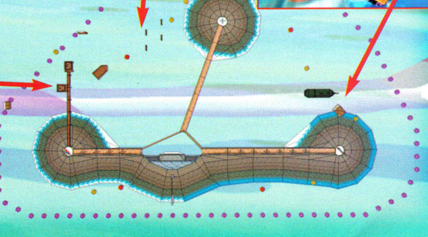
Under the Boardwalk

On the first lap, you'll have to use the ramp to take off and dive under the pier. On later laps, with the lower water level, you can just ride under the pier, so avoid the ramp.









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DONKEY KONG COUNTRY 3 ...part 2

DIXIE KONG'S Double Trouble!™

Dixie and Kiddy roll into some Kaotic monkey business in the second half of Nintendo Power's exclusive review of Donkey Kong Country 3: Dixie Kong's Double Trouble for the Super NES.

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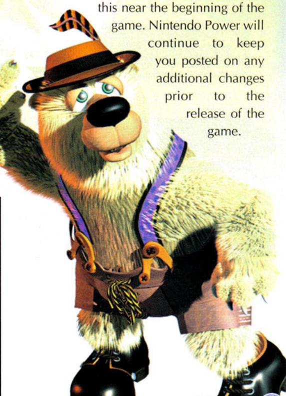
The Pitfalls of Writing on the Kremling Kutting-Edge

Last month's Donkey Kong Country 3 review gave you exclusive tips for the first half of the game. Since that time, Rare's game developers have made a few modifications to the software. The levels Squeals on Wheels, located in Lake Orangatanga, and Murky Mill, found in Murky Forest, have traded places. This switch is a lucky break, since many game players like to collect extra lives in Murky Mill. Now you can do this near the beginning of the game. Nintendo Power will continue to keep you posted on any additional changes prior to the release of the game.

The Rest of the Story!

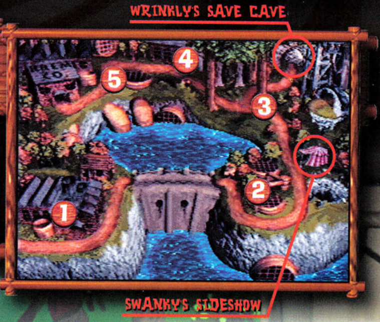
Last month's review of DKC 3 introduced you to the characters and provided strategies and maps for the first two worlds. This month you get the rest of the story–plus tips for finding the toughest Bonus and DK Coins in the game's final five areas. You'll also find cool clues for dealing with the baddies inside the Kaos Kore. But that's not all–rumors persist of a legendary place called The Lost World of Krematoa, and Nintendo Power is the only magazine with the inside scoop!

Hah, hello there, Kongs! Allow me to introduce myself – I am Bramble, the famed botanist.

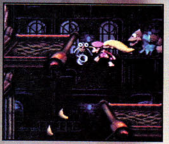


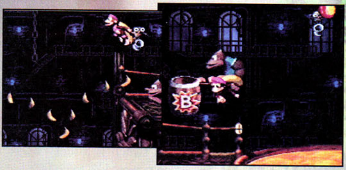
Mekanos

After Dixie and Kiddy broke out of the gooey webs in Arich's Ambush, they found a patch to seal the hole in Funky Kong's Hovercraft. Now you can use the Hovercraft to glide across the rocks and sail to the Kremling factories on the Island of Mekanos. After you clean up this toxic waste dump, you'll finally find Kaos the Robot.



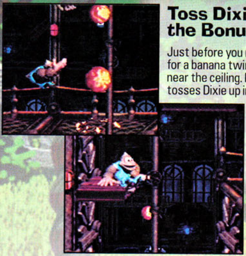
1 Fire-Ball Frenzy





Take a Long Leap Left

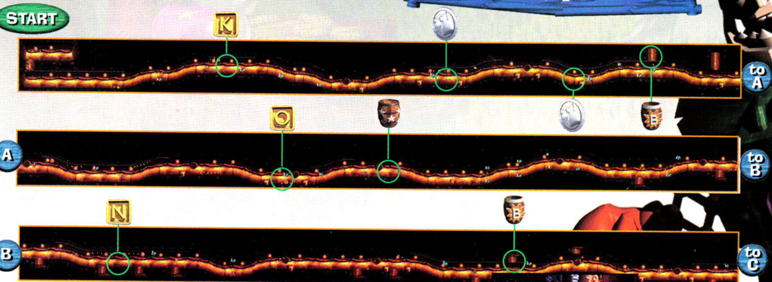
From the Star Barrel, walk right and drop off the edge onto a steel platform. Follow the first passageway you find leading left. You'll have to make a couple of dangerous leaps to find the Bonus Barrel, but if you follow the string of bananas, you won't get burned.

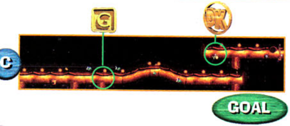


Toss Dixie into the Bonus Barrel

Just before you reach the letter "N," look for a banana twirling beneath a platform near the ceiling. If Kiddy jumps as he tosses Dixie up in the air, you'll discover a hidden elevator. Ride the elevator up and carefully make your way to the Bonus Barrel on the right.

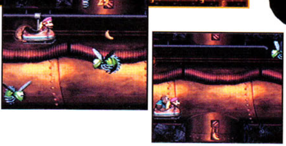
2 Demolition Drain-Pipe



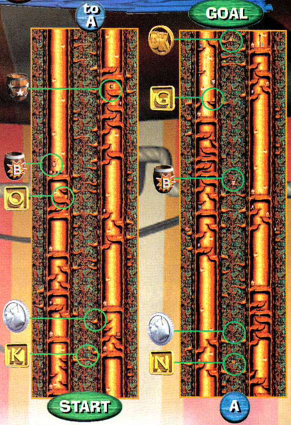


Hit the Bonus Trails!

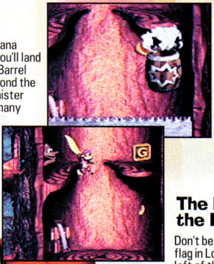
If you avoid the buzzing Zingers and look for lone bananas, you'll find the two invisible Bonus Barrels inside Demolition Drain Pipe. The Bonus Games here are tough toboggan runs. You'll have to practice plenty before you can win both Bonus Coins.



3 Ripsaw Rage

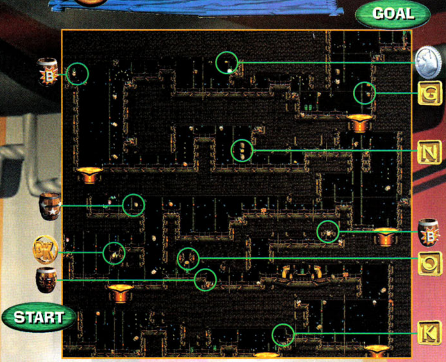


Ripsaw's Secret

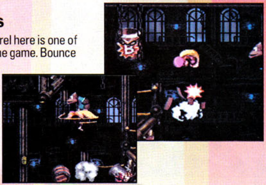


If you pounce on the banana beneath the letter "G," you'll land in an invisible Auto-Fire Barrel and you'll be blasted beyond the reach of the ripsaw's sinister serrated edge. Grab as many bananas as you can, then snag the DK Coin by throwing the Steel Barrel at the back of the Koin Kremling.

4 Blazing Bazukas



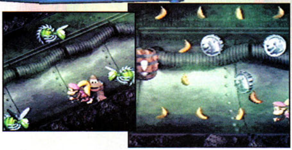
Bouncing Barrel Bonus



Reaching the Bonus Barrel here is one of the toughest tasks in the game. Bounce across the barrels shot to the left by the Bazuka Kremling, then use Dixie's Helicopter Spin to float the remainder of the distance and reach the other side.

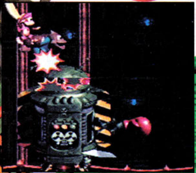
5 Low-G Labyrinth

The Lowdown on the Low-G Hoard



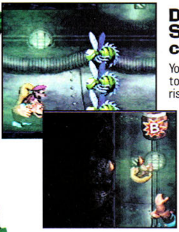
Don't be too eager to find the flag in Low-G Labyrinth. To the left of the flagpole is a treacherous pipe lined with Zingers. This might sound ugly, but if you reach the end of the pipe, you'll find bananas, four Bear Coins, and an Invincibility Barrel!

Kaotic Robotic



Kaos the Robot is programmed to destroy you, but you can scramble his circuits until he self-destructs. Stay away from the robot's jet exhaust and wait for the rotating blades to slide out of his side panels. If you spring off the sides of the blades, you can leap up and stomp on the robot's head.

Dixie and Squawks can do it!



You could throw Dixie up to this Bonus Barrel and risk getting stung, or you could do it the easy way and let Squawks fly up through the hole in the ceiling. If you have only one Kong, float along to the right and let Squawks out of his barrel.

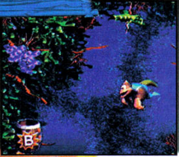
Cotton-Top Cove

Cotton Top Cove would be an ideal vacation destination–if there weren't so many Kremling kreeps running around. Thoroughly explore all of the areas around the waterfalls. You'll know you've found everything when you see the yellow flag on all the flagpoles and there is an exclamation (!) point after the name of each level.

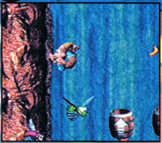
1 Bazza's Blockade

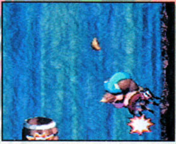
Enguarde's Bonus Barrel

After you reach the Star Barrel, follow the tunnel through the reef until you arrive at a T-shaped intersection. It might seem easier to go with the flow, but if you swim left, you'll find a Bonus Barrel.



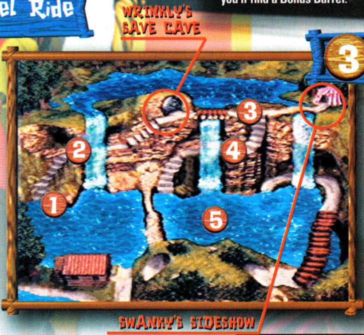
2 Rocket Barrel Ride





Beetle Bounce Bonus

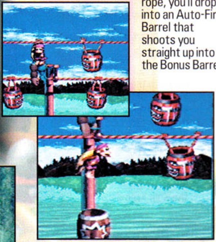
Take a long leap off the left ledge next to the Star Barrel and bounce off one of three flying beetles. Continue bouncing to the left until you land in a Bonus Barrel. To win the Bonus Game, you must collect twenty stars in twenty seconds.



3 Kreeping Klasps

Drop in on the Auto-Fire Barrel

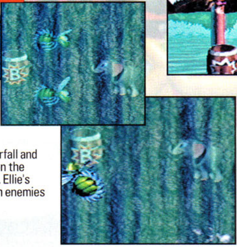
After you find the Star Barrel, continue to the right until you see two Kreeping Klasps. If you're brave enough to jump from the low rope, you'll drop into an Auto-Fire Barrel that shoots you straight up into the Bonus Barrel.

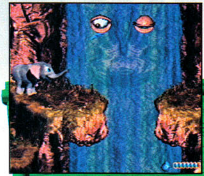


4 Tracker Barrel Trek

Attack of the Torrential Trunk

Ellie can squirt the Green Zingers out of the way if you fill her trunk with water. To drink water, stand near a waterfall and either press the L Button or hold Down on the Control Pad while pressing the A Button. Ellie's water attack can eliminate a lot of tough enemies throughout the game.

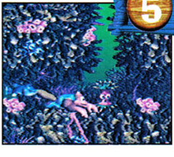




Squirt's Showdown

Squirt uses a water spout to push away any intruders. Hop across the rocks ahead of the wall of water and drench Squirt's eyes whenever he stops to take a peek at you. The key to defeating Squirt is keeping a steady balance on the tiny, slippery rocks surrounding the waterfall.

5 Fish Food Frenzy



Eat the Spiny Thing!

Generally you don't want Nibbla to munch on the spiny Lurchins, but make him eat the one next to the exit. If you swim up into this particular Lurchin's lair, you'll find a Bonus Barrel. Now Nibbla can chow down in the Bonus Game feeding frenzy!

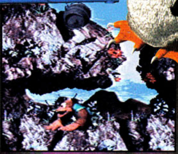
K3

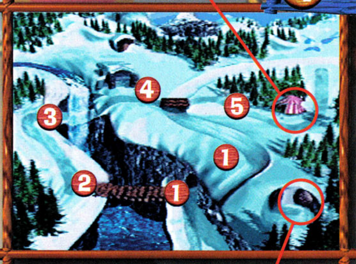
Welcome to the steeps and deeps of icy K3, the highest pointed peak in Donkey Kong Country. Few warm-blooded creatures actually brave these winter environs. Be sure to warm your hairy toes at Blizzard Bear's Basecamp. An avalanche wiped out the trail to his cabin, but you might find another route somewhere near Lemguin Lunge.

1 Krevice Kreepers

A Tough Koin Kaper

Face right and let Kiddy throw the steel barrel up into the overhead crevice. The trick here is to run left fast enough—you can try rolling to go faster—so that the Koin Kremling turns around at the last second.

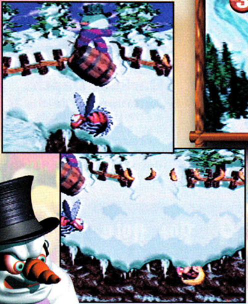




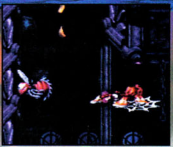
2 Tearaway Toboggan

Set Your Sights Low

It's easy to find the first Bonus Barrel if you know where to go. Aim the barrel below the toboggan and launch the Kongs off the cliff. The Bonus Barrel will catch them before they fall off the screen.



4 Krack-Shot Kroc



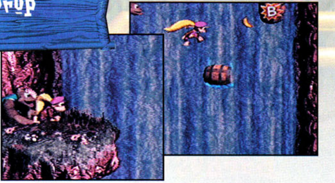
Now You're the Krack-Shot!

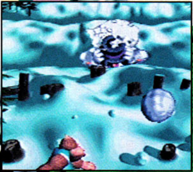
Find out what it's like to be a Krack-Shot Kroc! This is one of the coolest Bonus Games in DKC 3. Build web platforms left and up after you find the letter "N." The tricky part is timing your jumps to get past the circling Red Zinger.

3 Barrel Drop Bounce

Double Barrel Bonus

Before you reach the Star Barrel, look for a pair of tumbling barrels in the middle of a waterfall. After you jump up into the two barrels, try a final leap back to the right. If you jump high enough, you'll find the Bonus Barrel.

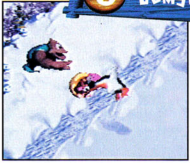




Bash Bleak

Brash Bear might be the champion swimmer in DKC 3, but Bleak the Snowman is the best snowball brawler for a thousand arctic miles. Tap Up or Down on the Control Pad to adjust your snowball range. Since Dixie is smaller than Kiddy, you'll find her easier to control during Bleak's barrages.

5 Lemguin Lunge



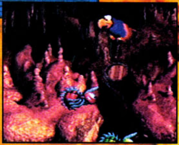
Catch the Right Rhythm to Finish

There's a rhythm to hitting the final Lemguins wave when you roll toward the flag pole. Hold Right on the Control Pad as you hit each Lemguin and you'll finish the level unscathed.

Razor Ridge

The airy heights of Razor Ridge are enough to quicken the pulse of the most seasoned climbers. These peaks are home to Benny and Björn, the undisputed masters of chairlift technology. Unfortunately, Björn can't repair the Upper Ridge chair. If you could find his wrench, he might let you explore the legendary Clifftop Cache Cave.

1 Buzzer Barrage



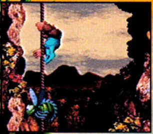
Roll Out the Barrel

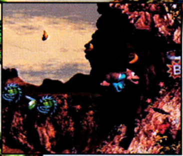
While Squawks can squeeze past some Green Zingers in Buzzer's Barrage, there is an easier way to clear a path. Let the parrot roll barrels across the cave floor and smash the hovering Green Zingers from a distance.

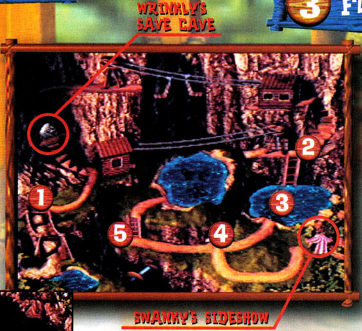
2 Kong-Fused Cliffs

Short-fused Sidetrack

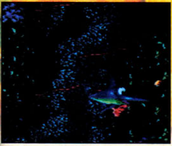
After you hop to the second burning fuse, look for a lone banana on the right edge of the screen. If you spring for the banana and keep hopping up the side of the hill, you'll land inside a Bonus Barrel.







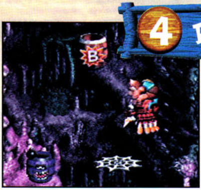
3 Floodlit Fish



Delve the Darkest Depths

Just to the right of the letter "G" are two Lurchins skittering up and down a narrow coral corridor. Burst their bubbles with Enguarde's pointed bill and swim down to the Bonus Barrel resting on the bottom.

4 Pot Hole Panic

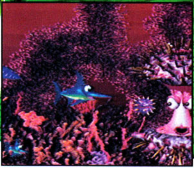


Squitter isn't a

Squitter is the only animal friend that can reach Pot Hole Panic's high Bonus Barrel. Build a stairway of web platforms to the left of the No Squitter sign. If you avoid the bomb-tossing Kuchuka, you'll have no problem picking up another Bonus Coin.

Barbos's Barrier

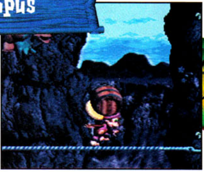
Barbos is the mother of all spiny Lurchins in the dark waters of Donkey Kong Country. Use Enguarde's bill to bounce the Lurchins back into Barbos's spiny defenses, then poke her in the eye until she sinks into the next chamber. Keep repeating this strategy until Barbos surrenders.



5 Ropey Rumpus

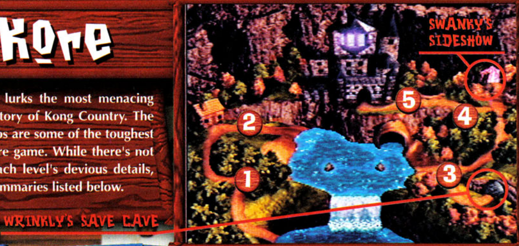
Bombs Away!

Pick up the TNT Barrel below the letter "K" and make a giant leap of faith to the right. You must hold Right on the Control Pad as you fall. At the bottom you'll land on a platform and the TNT Barrel will blast a path to the Bonus Game.



Kaos Kore

Somewhere in the Kaos Kore lurks the most menacing mechanical monster in the history of Kong Country. The five levels leading to Kastle Kaos are some of the toughest stretches of terrain in the entire game. While there's not enough space to delve into each level's devious details, check out the brief strategic summaries listed below.

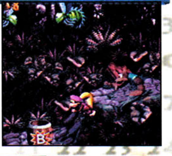


The Lost World of Krematoa!

We don't want to spoil all the surprises about the Lost World of Krematoa, but Blunder Bear and Baffle Bear will blab all the clues on how to find this secret place. The Lost World of Krematoa is rumored to have the roughest and toughest levels in the game.

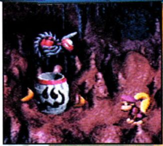
1 Konveyor Rope Klash

Take a ride on the Kaotic Konveyor rope tow—but don't get burned by hanging around too long. Konveyor Rope Klash is krammed with kruel Kremlings and swarms of ghastly Green Zingers.



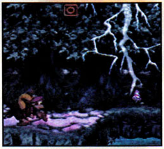
2 Creepy Caverns

The Creepy Caverns used to be a warehouse filled with barrels of bananas, but now the dusty depository is haunted. Beware of the Ghost Barrels—hopping into one could blast you into a bunch of bananas—or a ton of trouble.



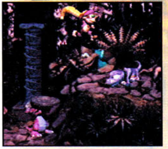
3 Lightning Look-Out

Who says lightning won't strike in the same place twice? Something inside Kaos Kastle is creating an electrical disturbance in the surrounding forest. It's up to you to stay one step ahead of the blistering bolts.



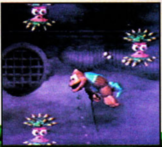
4 Koindozer Klamber

An army of Koindozers has orders to stop the Kongs. If a Koindozer sees you, he'll charge and push you off a cliff with his shield. Jump up on top of the Koindozer's shield before he has a chance to push you around.



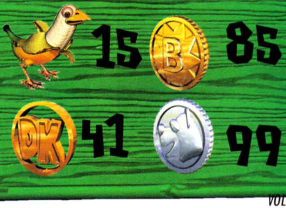
5 Poisonous Pipeline

!ereh sdrawkcab s'gnihtyrevE The toxic liquid inside the Poisonous Pipeline reverses your Control Pad, making everything right go left and what's left go totally wrong. Take your time and you won't get too confused.



Treasure Totals

If you're looking for everything in the game, you'll have to give at least 103%–and maybe more. The totals for Banana Birds, Bonus, Bear and DK Coins are listed on the right. If you need the exact locations of the all items, or tips on the Lost World of Krematoa, check out Nintendo Power's Donkey Kong Country 3 Player's Guide!



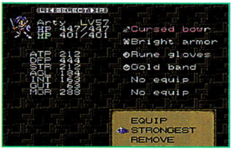
COUNSELORS' CORNER

LUFIA II: RISE OF THE SINISTRALS

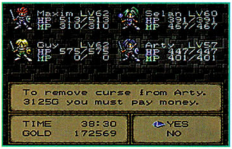
HOW DO I GET RID OF A CURSED ITEM?

Jim Gentle

Many players accidentally equip cursed items when they let the computer choose the strongest equipment for their characters. If you're unfortunate enough to equip a cursed item, you'll have to visit a Church to have the item removed. Talk to the attending priest and select the LIFT command on the menu. If you equip a cursed item inside the Ancient Cave, the Curselifter Potion will cure your cursed woes.


L SELECT R
Arty LV57
HP 447/447
MP 401/401
ATP 212
DFP 444
STR 212
AGL 184
INT 163
GUT 63
MGR 288
Cursed bowr
Bright armor
Rune gloves
Gold band
No equip
No equip
EQUIP
STRONGEST
REMOVE

Players can accidentally equip cursed items when they let the computer choose the strongest equipment for their characters.

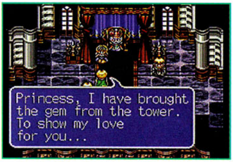

Maxim LV62
HP 513/513
MP 310/310
Selan LV60
HP 391/391
MP 467/467
Guy LV62
HP 575/575
MP 0/ 0
Arty LV57
HP 447/447
MP 401/401
TIME 38:30
GOLD 172569
YES
NO

To remove curse from Arty. 3125G you must pay money.

You must visit a church to have a cursed item LIFTed or find and use the Curselifter Potion inside the Ancient Cave north of Gruberik.

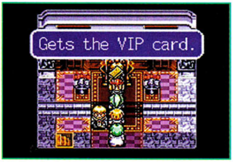
HOW DO I GET THE VIP CARD?

You'll earn the VIP Card in the Auralio Kingdom after you retrieve the Ruby Icon for Prince Alex and the Gem for Hans. You'll find the Ruby Icon in the Dankirk North Cave and the Gem at the top of the Northeast Tower near Ferim Kingdom. Once you've found these two items, return to Prince Alex's palace in the Auralio Kingdom. Walk through the palace and talk to Prince Alex three times. The third time you talk to Alex, he'll give you his VIP Card. The VIP Card gets you into the high stakes poker game inside the locked room at the Forfeit Island Casino.



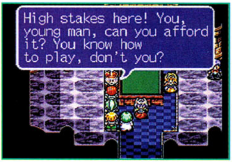
Princess, I have brought the gem from the tower. To show my love for you...

Look for the Ruby Icon in the Dankirk North Cave and the Gem in Ferim's Northeast Tower.



Gets the VIP card.

After you've found the Ruby Icon and the Gem, talk to Prince Alex three times in Auralio.



High stakes here! You, young man, can you afford it? You know how to play, don't you?

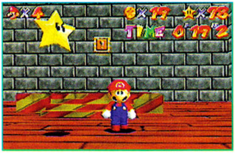
To play high stakes poker, show the VIP card to the attendants in the Forfeit Island Casino.

SUPER MARIO 64

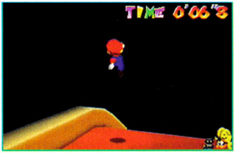
HOW DO I GET THE SECOND STAR ON THE PRINCESS'S SECRET SLIDE?

Virginia Oldfin

You must reach the finish line on the Princess's Secret Slide in under twenty-one seconds to get the second secret star. This isn't an easy task, but there is a shortcut. Cut the first turn sharp and wait until the walls end at the crest of the first big drop. Jump over the left barrier at the crest of this hill. Do a stomp with the Z Button just before you land on the lower half of the course, then slide all the way down to the finish line.



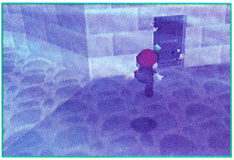
If you want another star on the Princess's Secret Slide, you must finish the course in 20 seconds.

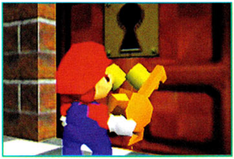


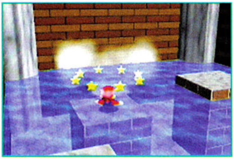
To find the shortcut, leap over the left barrier at the crest of the slide's first steep drop-off.

HOW DO I OPEN THE DOOR IN THE MOAT?

You cannot enter this door if the moat is filled with water. To drain the moat, you need the Big Key from Bowser in the Dark World, but you won't be able to reach him until you earn at least eight stars. After you have the Big Key, unlock the door leading to the Castle basement. Inside you'll find a watery room with two square pillars. Stomp on the pillars to drain the water, then enter the lower door and explore the freshly drained moat.

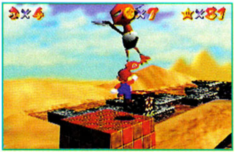

You can't swim through this door, but there is a way to drain the moat if you have eight stars.


Defeat Bowser for the first time in the Dark World and you'll earn the basement's Big Key.

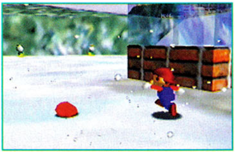

Stomp on the two square pillars in the basement and you'll drain the moat. Here we gooo!

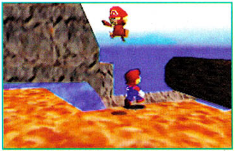
HOW DO I GET MY CAP BACK?

Mario takes a third more damage when he loses his hat. Whenever you lose your cap, re-enter the stage where you lost it and track it down. If you lose your cap in Shifting Sand Land, leap at Klepto, the big bird who stole it, as he flies by. If you lose your cap in Snowman's Land, check out the ground near the ice building or find the Mr. Blizzard who is wearing it. If you run around the Mr. Blizzard, he will eventually fall over and you'll be able to grab it. If you lose your cap on Tall, Tall Mountain, climb back up the mountain and retrieve it from Ukkiki, the monkey.



If you lost your cap in Shifting Sand Land, leap up at Klepto as he stalks the skies above your head.


If you lost your cap in Snowman's Land, pick it up near the ice house.

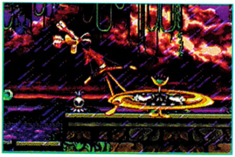

Don't monkey around looking for your cap on Tall, Tall Mountain. Go see Ukkiki at the summit.

MAUI MALLARD IN COLD SHADOW

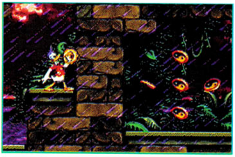
HOW DO I USE MY YIN-YANG COINS?

Bill Giese

You can spend your Yin-Yang coins by holding down the L or R Buttons whenever Maui is in his ninja form. You cannot transform into ninja form unless you collect at least one Yin-Yang coin. The coins measure the duration of your spinning attack. The longer you hold down the L or R Buttons, the more coins you'll expend. You cannot execute the Spin Move while in the air.



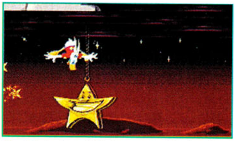
To cash in your Yin-Yang coins, hold down the L or R Button while Maui is in his ninja form.



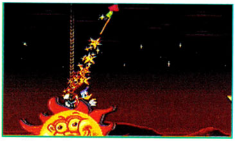
The glittering, Gold Yin-Yang coins give you four times the spin power as regular Yin-Yang coins.

HOW DO I GET A PASSWORD?

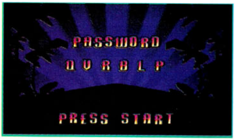
The only way to win a password in Maui Mallard is to collect enough treasure to buy a ticket to the Password Luau and launch all the fireworks in the Luau Bonus Stage. At the beginning of every stage you'll see the message "Luau Loot" followed by a percentage. The percentage is the amount of treasure you need to collect to earn your ticket to the Password Luau. Jump across the scenery on the Luau stage to find and set off all the fireworks. If you light all of the Luau fireworks, you'll receive a password and keep any extra lives or continues you found in the bonus stage.



Maui Mallard won't find a password unless he can find and set off all of the Luau fireworks.



Look for the fireworks on the plywood moon and sun props suspended above the stage.



PASSWORD

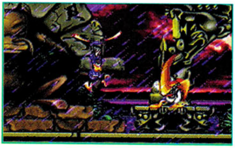
Q V R B L P

PRESS START

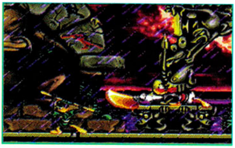
You can keep the extra continues and lives you find at the Luau if you complete the bonus stage.

HOW DO I DEFEAT THE FINAL NINJAS?

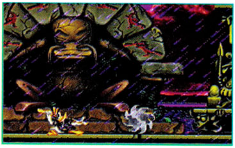
Before you can graduate from the Ninja Training Grounds, you must defeat 10 ninjas and a roving throwing star. On both sides of the arena are two short, stone platforms. Stand on these platforms and hold Down on the Control Pad. While Maui is lying flat against the stone block, swing your staff repeatedly as the ninjas approach. If you're quick enough, you can pummel all of the ninjas before they can touch you. The final four ninjas have lightning and fire spells, but if you watch them carefully, you can anticipate their spells and jump clear of their magical blasts. After you defeat the ninjas, watch the pattern of the wandering throwing star and hit it from behind as it turns and starts to spin away from you.



You can easily defeat the ninjas if you know where to hide. Lie on one of these platforms.



It's hard to hit a small target. Swing your staff repeatedly as you lie against the stone block.



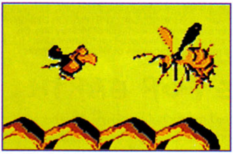
Dodge the buzz-saw blade of the throwing star and hit it as it turns and spins away from you.

DONKEY KONG LAND 2: DIDDY'S KONG QUEST

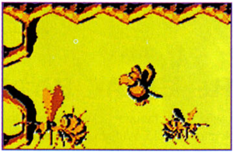
HOW DO I DEFEAT KING ZING?

Matt Alderman

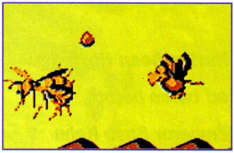
King Zing is the buzzing bee waiting for Squawks at the end of Krazy Kremland in World 3. To defeat Zing, you need to hit him in the stinger four times. Each time you hit the bee, he flies faster and faster. To make matters worse, King Zing drops stationary little Zingers in his wake after you hit him twice. You can knock the Zingers out of the way with an egg or two, but it's easier to wait a few seconds and let them fade away. Zing is temporarily invincible whenever he's hit, so do your best to stay out of his path until the mean king reverts back to his normal form.



King Zing is the last opponent you'll encounter in Krazy Kremland before departing for World 4.



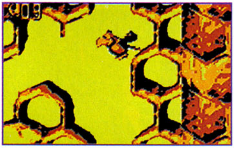
After you hit Zing twice, he'll drop Zingers in his wake. The Zingers will eventually disappear.



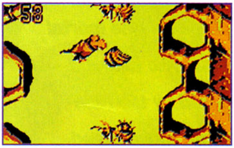
Head-on shots always miss King Zing. The trick is to nail him with an egg right on the stinger.

HOW DO I FLY IN PARROT CHUTE PANIC?

Squawks can't gain altitude in Parrot Chute Panic. The exit is all the way at the bottom of the bee hive. To control Squawks, hold Up on the Control Pad to slow his descent or press Down to make him fall faster. If you take your time, you should be able to collect most of the bananas in the level. If Diddy and Dixie get stuck in the hive, try jumping. The honey oozing from the floor is very sticky in places.



Squawks can't fly in the Parrot Chute Panic stage, but he can gradually float downward to safety. Hold Up on the Control Pad to slow his descent or press Down to drop like a rock.



If you take your time and hold Up on the Control Pad during your descent, you'll be able to pick up most of the bananas and barrels waiting for you throughout the beehive's sticky interior.

Q & A FAST FACTS

Write To:
Counselors' Corner
P.O. Box 97033
Redmond, WA 98073-9733

UNCHARTED WATERS: NEW HORIZONS

Q: Why did my relations with another country drop?
A: All of the countries in the game are sensitive about money. If you invest in a port that is strongly allied with another country, it may lower your relations rating.

Q: Why can't I enter a port?
A: If your friendship rating with another nation is too low, you can't enter its ports. Try sneaking in at night.

SUPER MARIO RPG

Q: How do I get out of the bed?
A: Press the B Button to jump out of bed.

Q: How do you defeat Dry Bones or Vomer?
A: Use any special attack (magic spell) against them.

Q: Does Mario have to be in the party at all times?
A: Yes. There is no way to switch him out of the party.

THE BUGS BUNNY CRAZY CASTLE 2

Q: How many chambers are in the castle?
A: 28

Q: How do I use the Tightrope?
A: Point with the Control Pad in the direction you want to go on the rope. Keep pressing in the same direction on the Control Pad or Bugs will let go.

ULTIMATE MORTAL KOMBAT 3

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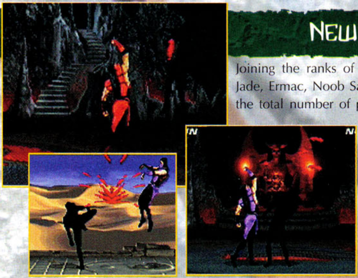
Having been thwarted twice before, Emperor Shao Kahn now seeks to gain control of Earth by resurrecting Empress Sindel on the mortal plane. No longer aided by the renegade thunder god, Rayden, the champions of humanity must face overwhelming odds in what may be their final battle against the ravenous forces of Outworld: Ultimate Mortal Kombat 3!

THE FINAL BATTLE FOR EARTH

Just when you thought it was safe to go back into the dojo, Williams Entertainment releases their ultimate tournament fighting game for the Super NES—Ultimate Mortal Kombat 3, that is. This time around, subtlety and "honorable" combat are chucked out the window as Shao Kahn and his Outworld operatives mount an all-out interdimensional invasion. Whether you're rooting for Earth or Outworld, this Pak has more of what you've been fighting for since the original MK: more characters, arenas, options, moves, Fatalities, Babalities and every-other-alities than any previous MK title. This also marks the Super NES debut of the new Brutality finishing moves!

NEW BLOOD

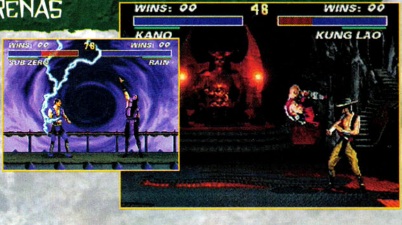
Joining the ranks of Mortal Kombat are Rain, Jade, Ermac, Noob Saibot and Smoke, bringing the total number of playable warriors to 24. If you're wondering who is behind the center panel on the character select screen, stick around for the big Power finish.



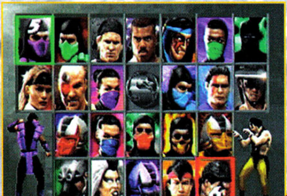
They may be new to this game, but rookies they're most definitely not!

MORE ARENAS

What would a Mortal Kombat be without a proper place to play? UMK3 features the best and bloodiest of the MK arenas. More background detail and animation add to the near-death experience.



TEAM TRIUMPH



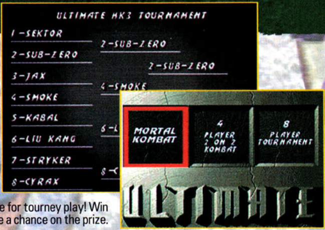
Besides the standard one-player game, UMK3 features a "2-on-2 Kombat" option that pits up to four fighters against each other in a tag team match. This mode plays in much the same way as the Endurance Rounds against the computer, but with two warriors on each side. If one fighter falls, his or her partner will step in to finish the battle. It's mix and match mayhem!

WINS: 00
SONYA
DANGER

You and your fellow kombatant can pick your favorite fighters or design a team to take advantage of your enemies' weaknesses.

TOURNAMENT

UMK3 also features a new "8 Player Tournament." Up to eight players compete in a simple elimination tournament until there is a sole victor. That warrior is granted the honor of choosing his or her destiny. The prize could be anything from a glimpse of the future to a round of glorious battle with Shao Kahn's deadliest assassins!



ULTIMATE MK3 TOURNAMENT

1-SEKTOR
2-SUB-ZERO
3-JAX
4-SMOKE
5-KABAL
6-LIU KANG
7-STRYKER
8-CYRAX

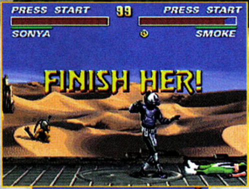
2-SUB-ZERO
4-SMOKE

2-SUB-ZERO

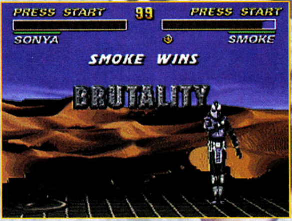
MORTAL KOMBAT
4 PLAYER 2 ON 2 KOMBAT
8 PLAYER TOURNAMENT
ULTIMATE

No code needed here for tourney play! Win the battle and take a chance on the prize.

BRUTALITY!


PRESS START
99
PRESS START
SONYA
SMOKE
FINISH HER!

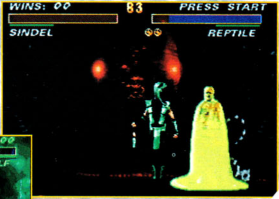
The newest finishing move is exactly what its name says it is: brutal! There's no style, no finesse, no clever jokes; it's just a plain, old-fashioned pummeling. Enter the correct command sequence right next to your opponent to launch into a flurry of jabs, kicks and punches that would put Jackie Chan to shame. The result? You chalk up another win, while your opponent gets hauled out of the arena in a bucket!

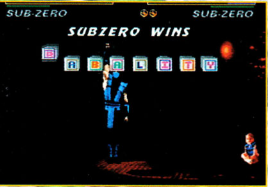

PRESS START
99
PRESS START
SONYA
SMOKE
SMOKE WINS
BRUTALITY

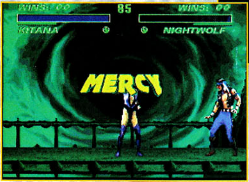
Boy, if only Larry, Moe and Curly could have gotten a load of this! Take that, ya knucklehead!

COMING TO BAD ENDS

No MK game would be complete without a full range of Fatalities, Babalities, Animalities and Friendships, and UMK3 has everything you'd expect and gore—er, more. Along with the new Brutalities, all of your old favorite finishing moves are here, and all of the old rules apply. To perform a Babality, you cannot Block during the final round, and to perform an Animality, you must first grant Mercy.







You must perform a Mercy before executing an Animality. To perform a Mercy, stand beyond sweeping range. Hold Run, press Down four times and release Run.

SURVIVAL AT ALL COSTS

One of the keys to winning is your repertoire of multi-hit Kombos and Juggles that deal out more damage than a similar number of normal blows. Kombos are activated by punching in the correct sequence of blows for your character, and Juggles involve striking an opponent who is already in the air to send them flying upward again, "juggling" them one or more times for increased damage. Of course, special moves do come in handy, and you'll be happy to know that some of the kombatants have been hitting the books (and each other) to come up with some terrific new ones!

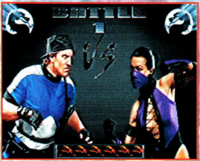
Computerized opponents may allow you to get away with a particular move for awhile, but they'll soon "learn" to anticipate that move and block or dodge it.

Finish a four-hit or larger Kombo by executing a special move, pressing Back and High Kick or pressing a direction on the control pad and an attack button.

KNOW THE KODE

If you like to spice things up with a pinch more challenge or a dash of unpredictability, here are a select few of the many Kombat Kodes for UMK3. These are entered on the Vs. screen. The first three digits correspond to the number of times Player One must press Y, B and A, while the last three apply to Player Two. We'll reveal more Kodes in future issues!

	PLAYER 1			PLAYER2		
	Y	B	A	Y	B	A
VS. MOTARO	9	6	9	1	4	1
VS. SHAO KAHN	0	3	3	5	6	4
BLOCK DISABLE	0	2	0	0	2	0
DARK FIGHTING	6	8	8	4	2	2
SHOOTER GAME	6	4	2	4	6	8
SWITCHEROO	4	6	0	4	6	0



Enter the Kombat Kodes on the Vs. screen before it fades. The game will reward you with other Kombat Kodes if you prove your worth.

WINS: 00
99
WINS: 0
JAX
SINDEL
ROUND 1

You can use the Kombat Kodes to practice your moves against Motaro and Shao Kahn before entering the tournament.

WINS: 00
96
RAIN
SHAO KAHN
3 HITS
16 % DAMAGE

The Switcheroo Kode will keep you on your toes by randomly morphing your characters throughout the match.

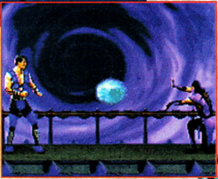
LET THE KOMBAT BEGIN!

With Rayden out to lunch on some astral plane, we thought we'd offer our own tips on each kombatant, plus give out a slew of finishing moves. In case you're wondering, FA=Fatality, BA=Babality, AN=Animality, FR=Friendship and BR=Brutality. Enjoy!

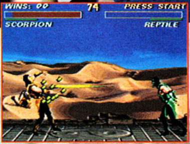
RAIN

Once a fugitive from Kahn's assassins, Rain has turned from the Light to fight for the Dark Emperor. With his formidable lightning-based powers, Rain is tactically similar to Rayden. Press Down, Down/Forward, Forward and High Punch to unleash his Tractor Fireball.

FA: F, F, D, HP
BA: F, B, B, HP
BR: HP, HP, BL, LK, HK, BL, LK, HK, BL, HP, LP



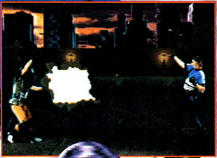
REPTILE



Reptile's mission to capture Kitana at all costs is aided greatly by his twin Force Ball attacks. Alternate between slow (Back, Back and HP + LP) and fast ones (Forward, Forward and HP + LP) to keep enemies off balance.

FA: B, F, D, BL
AN: D, D, D, U, HK
BR: HP, BL, HK, HK, BL, HP, LP, LK, LK, BL, LP

STRYKER

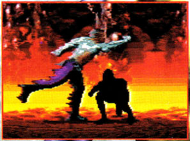


Stryker has kept up with his training since MK3, adding a new Riot Gun attack (Back, Forward and High Punch) to his list of skills. Like Reptile and his Force Ball, Stryker can keep foes at bay by alternating his High and Low Grenade attacks (Down, Down/Back, Back and High Punch or Low Punch).

FA: D, F, D, F, BL
AN: Run, Run, Run, BL
BR: HP, LP, HK, LK, HP, LP, LK, HK, HP, LK, LK

JAX

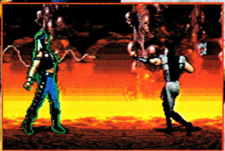
Jax returns with no significant enhancements, but with seven special moves, he doesn't need any. Always hold the Low Kick button, so you'll be ready to unleash a Ground Smash after a Kombo or another move.



FA: Run, BL, Run, Run, LK
BA: D, D, D, LK
BR: HP x3, BL, LP, HP x4, BL, LP, HP

NIGHT WOLF

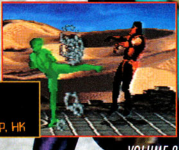
FA: U, U, B, F, BL
FR: Run, Run, D, Run, D
BR: HP, HP, HK, LK, LK, BL, BL, LP, LP, HP, HK



The powerful Shield Aura (Back, Back, Back and High Kick) will protect you from all projectile attacks, forcing opponents to come in close for the kill. When they do, quickly conjure up an Axe Uppercut (Down, Down/Forward, Forward and High Punch) to send them packing.

JADE

Jade's Invincibility (Back, Forward and High Kick) will render any incoming projectiles useless, while her skill with the Boomerang ensures that you'll be able to return the favor. Press Back, Forward and High Punch, Low Punch or Low Kick to send out a razor-edged greeting to any point on the screen. Press Back, Back, Forward and Low Punch if you want your calling card to come back.



FA: U, U, D, F, HP
FR: B, D, B, B, HK
BR: HP, LK, HP, LP, HK, HK, LK, BL, BL, HP, HK

NOOB SAIBOT

The Teleport Throw (Down and Up) won't always connect, but you can catch even moving targets with it, and it's a great prelude to a Kombo (try four Low Kicks for a quick 23% damage). The Clone Throw (Forward x3 and High Punch) is a good sucker move, and it can also be used to start a Juggle. The Ghost Fireball (Back, Down, Forward and Low Punch) will temporarily disable an opponent's special moves if it connects.

FA: B, B, F, F, HK
FR: F, F, B, HP
BR: HP, LK, LP, BL, LK, HK, HP, LP, BL, LK, HK

SONYA

SONYA
KUNG L

Sonya can be a Juggling demon. A Jump Kick followed by a Leg Grab (simultaneously press Down, Low Punch, Block and Low Kick) is enough to get the ball rolling, and you can also tack this on to many of her standard Kombos.

FA: B, F, D, D+Run
BA: D, D, D, F, LK
BR: HP, LK, BL, HP, LK, BL, HP, LP, BL, HK, LK

KANO

Most of Kano's moves may seem tame compared to those of the newcomers, but even though he stalls big time on projectile attacks, he can whip out a Juggle pretty easily. Use this Kombo as the basic building block for a Juggle: High Punch, High Punch, Down + Low Punch and Low Punch.

FA: Hold LP, press F, D, D, F, release LP
AN: Hold HP, press BL, BL, BL, release HP
BR: HP, LP, BL, LP, HP, BL, HK, LK, BL, HK, LK

KITANA

With such a small repertoire, Princess Kitana will be sorely challenged by experienced warriors. Her Fan Lift (Back x3 and High Punch) is great for air defense, but the stall time can be murder on her. Her Fan Toss (Forward, Forward, High Punch and Low Punch) is faster, thankfully, than many other projectiles.

FA: Run, Run, BL, BL, LK
AN: D, D, D, D, Run
BR: HP, HP, BL, HK, BL, LK, BL, LP, BL, HP, BL

CLASSIC SUB-ZERO

Is he a clone, the result of a rip in the time/space continuum or merely a clever imposter? No matter, for this creature has all the powers of the Classic Sub Zero, and he knows how to use them. All of your special moves are great for countering jump-ins or setting up Kombos and Juggles. You can freeze your opponent multiple times before an uppercut or a Kombo for added damage.

FA: D, D, D, F, HP
BR: HP, LP, HP, HP, BL, LK, LK, HK,
LK: HK, LP, HP, LP

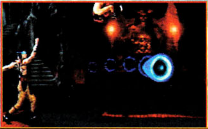
SUB-ZERO

Sub-Zero has broken free of his Lin Kuei overlords, and he has traded in his Floor Freeze move for two Ice Shower attacks. His sneakiest move by far, however, is the Ice Clone trick. Press Down, Down/Back, Back and Low Punch to generate an icy duplicate that will freeze anyone who touches it. Use it as defense or as part of a fake-out maneuver!

FA: BL, BL, Run, BL, Run
FR: LK, LK, Run, Run, U
BR: HP, LK, HK, LP, HP, HK, HK, HP x3, LP, HP

KUNG LAO

Kung Lao is perhaps the most underrated kombatant, and he's very effective if handled with finesse. Fake out an opponent by jumping backward as if retreating, then bust out a Flying Kick (Down and High Kick while in the air). A Teleport (Down and Up) can lead right into a punch and/or a foot sweep or a Kombo.

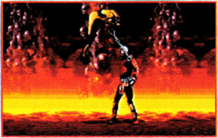


FA: Run, BL, Run, BL, D
BA: D, F, F, HP
BR: HP, LP, LK, HK, BL, HP, LP, LK, HK, BL, HP, LP

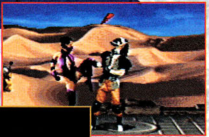
SEKTOR

Unit LK9T9 is not a stand-out in such a large field of worthy competitors. The Teleport Uppercut (Forward, Forward and Low Kick) is good for an occasional surprise attack, but you'd do better to rely on Kombos and Juggles. Use a jump kick and a T-Uppercut to start a Juggle or add them to a four-hit Kombo for good measure.

FA: LP, Run, Run, BL
FR: Run x4, D
BR: HP, HP, BL, BL, HK, HK, LK x3, LP x3, HP



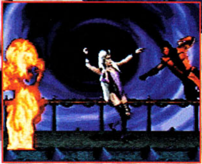
MILEENA



Mileena has returned to the fray with her original powers, but they may prove insufficient for the task at hand. The Forward Roll (Back, Back, Down and High Kick) is good for tight defense, and you should always keep the Sai Toss (hold High Punch and release) charged, just in case.

FA: D, F, D, F, LP
AN: F, D, D, F, HK
BR: HP, LP, LP, HP, BL, HK, LK, HK, BL, HP, LP

ERMAC

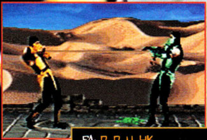


This mysterious ninja has stepped out of legend and into the center of kombat. He has a nasty Teleport Punch (Forward, Down, Back and High Punch) that is devastatingly quick and tough to counter. You can alternate it with the Telekinetic Slam (Back, Down, Back and High Kick). The Slam is especially good as a base for Juggles; just execute a Slam, throw a High Punch, then add on other moves.

FA: D, U, D, D, D, BL
AN: Hold LP, then press B, B, F, D
BR: HP, HP, LP, BL, HK, LK, LK, BL, HP, LP, LK, HK

SCORPION

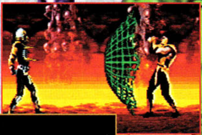
Scorpion is in no danger of being overshadowed by the newbies. His fearsome Spear (Back, Back and Low Punch) still strikes terror into the hearts of his opponents. His was the first Teleport Punch (Forward, Down, Back and High Punch), and it's good on defense and offense. Double High Kicks or Punches will rev you up for a Kombo, as will a jump kick plus a Spear or T-Punch.



FA: D, D, U, HK
FR: B, F, F, B, LK
BR: HP, HP, BL, HK x3, LK, HK, HP, HP, LP, HP

CYRAX

With so many ninjas and cyber ninjas running around, it's a good thing that Cyrax has a couple of moves that set him apart, chief among them being his Net Capture (Back, Back and Low Kick). His many projectile attacks may seem cheap, but they're effective. His greatest weakness is stall time, however, and teleporting opponents will be able to take advantage of that shortcoming.



FA: D, D, F, U, Run
BA: F, F, B HP
BR: HP, HK, HP, HK, HK, HP, HK, HP, HK, LK, LP

KABAL

You'll have to be quick on the draw with Kabal. He has no real air defenses, but if you can pull the trigger quickly on a Tornado Spin (Back, Forward and Low Kick) or a Gear Slice (Back x3 and Run), you'll be able to stop any charge or set up a foe for a Kombo. Double High Punches or Low Kicks will open the door to multiple Kombos.

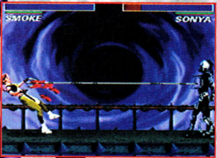
FA: D, D, B, F, BL
AN: Hold HP, press F, F, D, F, release HP
BR: HP, BL, LK x3, HK, LP x3, HP, LP

SINDEL

Any tactical plan for Sindel should be built around the Air Fireball (press Down, Down/Forward, Forward and Low Kick while in air) and the Scream (Forward x3 and High Punch). A jump-in plus an A-Ball almost guarantees a hit.

FA: Run, Run, BL, Run, BL
BA: Run x3, U
BR: HP, BL, LK, BL, LK, HK, BL, HK, LK, BL, LP

SMOKE



Smoke is one of the most balanced and formidable fighters in the tournament. While most foes will expect a Spear (Back, Back and Low Punch) if you start inching backward, you can always try a fake-out with a quick Teleport Punch (Forward, Forward and Low Kick) or a jump-in instead. If your opponent responds with a jump-in, you can always try an Air Throw (Block in air) to counter it. Invisibility (Up, Up and Run) is also handy.

FA: Hold BL, press U, U, F, D
BA: D, D, B, B, HK
BR: HP, LK, LK, HK, BL, BL, LP, LP, HP, BL, BL

LIU KANG

Liu Kang is the embodiment of the old saying, "The best defense is a good offense." Speed is your greatest asset and you should always keep moving. High and Low Fireballs (Forward, Forward and High or Low Punch), coupled with your new Air Fireball (Forward, Forward and High Punch in air) will keep your opponents on the defensive. Keep the Bicycle Kick (hold Low Kick and release) on stand-by at all times. Open Kombos with High Punches.

FA: U, D, U, U, BL + Run
FR: D + Run, D + Run, D + Run
BR: HP, LP, HP, BL, LK, LK, HK, LK, HK, LP, LP, HP

SHANG TSUNG

Shang Tsung's greatest strengths actually belong to other kombatants! His Morphing powers are what make him so deadly, and if you'd like to catch your foes completely unawares, here are two new Morphs. To become Rain, press Block, Run and Low Kick. To become Jade, press Forward, Forward, Down and Down + Block. Be sure to practice their moves!

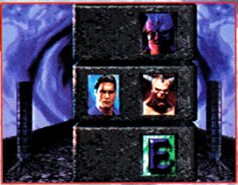
FA: Hold LP, press Run, BL, Run, BL, release LP
FR: LK, Run, Run, D
BR: HP, BL x3, LK, HP, LP, LP, BL x3

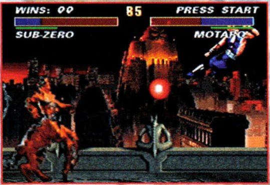
GAME OVER, MAN!

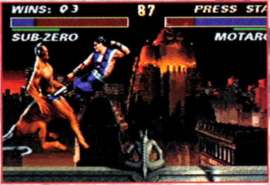
Fighting against Motaro and Emperor Shao Kahn is often like beating your head against a brick wall, or perhaps, getting your head beaten up by a brick wall! Even the most seasoned Kombat veterans have trouble with these two, so here are a few tactical tidbits to help you out.

MOTARO

Motaro's speed and cunning are second only to his master's. He'll launch straight into a whirlwind of fireball attacks, tail swipes, jump-ins and teleports. Though you might be able to uppercut him when he lunges in, your best bet is to hang back until you get an opening, then jump kick him in the head. This will stun him long enough to launch into a quick Kombo, but don't hang around. Jump out quickly and repeat.

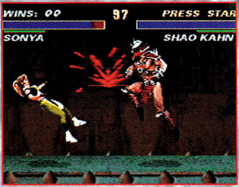






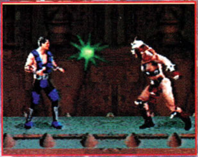
Motaro's speed (and the seemingly biased hit detection) make for very dangerous close combat. If he tries a jump-in, an uppercut is your best, if risky, chance. You won't be able to jump past his whip-like tail or his powerful hooves.

SHAO KAHN



When Kahn tries his Shadow Uppercut, quickly back off two paces. Then run or slide in under him and do unto him what he tried to do to you.

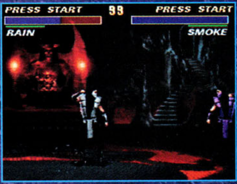
The key to defeating the Dark Emperor is to find a character you're comfortable with who can duck below his fireballs (not everyone can). When he tries a Shadow Uppercut or a jump-in, whip out an uppercut of your own to give him pause. When he charges, you can either stand up, block and throw an uppercut or stay down and sweep him aside. You can sometimes connect with a Kombo, but only rarely. Juggles are nearly impossible.



It's possible to jump over Kahn's fireballs and get him with an uppercut, but it's risky. With few chances for Kombos, it will take a long time to bring Kahn down. As Rayden might say, "Patience and fortitude, my warriors."

WHERE THERE'S SMOKE...!

To access Human Smoke, the hidden warrior at the center of the character select screen, first highlight Cyborg Smoke. Simultaneously press and hold Left, High Punch, High Kick, Block and Run on Controller I until the match starts. If Player Two wants to get into the act, highlight Cyborg Smoke and hold Right, High Punch, High Kick, Block and Run on Controller II until the match starts. If the code is entered correctly, Cyborg Smoke will transform into Human Smoke just as the match begins. We'll reveal Human Smoke's special and finishing moves in a future issue!



MARVEL COMICS

MARVEL SUPER HEROES
WAR OF THE GEMS™

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FROM THE PAGES OF MARVEL COMICS COME FIVE SUPERHEROES ON A MISSION TO SAVE OUR PLANET!

With this hot new Pak from Capcom, Super NES players will have to wage war on the forces that threaten our world! Following the plot of a popular line of Marvel comics, this one-player action game pits five fearless superheroes against alien forces in a contest to recover six powerful Infinity Gems. In the wrong hands, the gems can be used to enslave our planet, but if the heroes can get to them first, their mysterious power will make our team even mightier!

POWERFUL PICK UPS

With 11 challenging levels to complete, even the strongest superhero will need a little extra help to win this war. Players will find two basic types of power-ups in every stage: ones that can be used to help the heroes immediately and others that can be used only before entering another level. You must use the latter type wisely if you're to have any hope of finishing this mission a winner.

Big Energy Tanks

These will totally refill a wounded hero's energy meter, but they can be used only before the start of a level.

Small Energy Tanks

Small tanks refill half an energy meter, but like their larger counterparts, they can be used only between levels.

Big Energy Packs

These will fill half of your hero's energy meter instantly. Not every level has them, so they're quite a find!

Small Energy Packs

These will instantly give your hero a small energy boost. It's tough to make it through a level without them.

Gem Powers

These items allow you to make a devastating power move if you also have an Infinity Gem in your inventory.

Revives

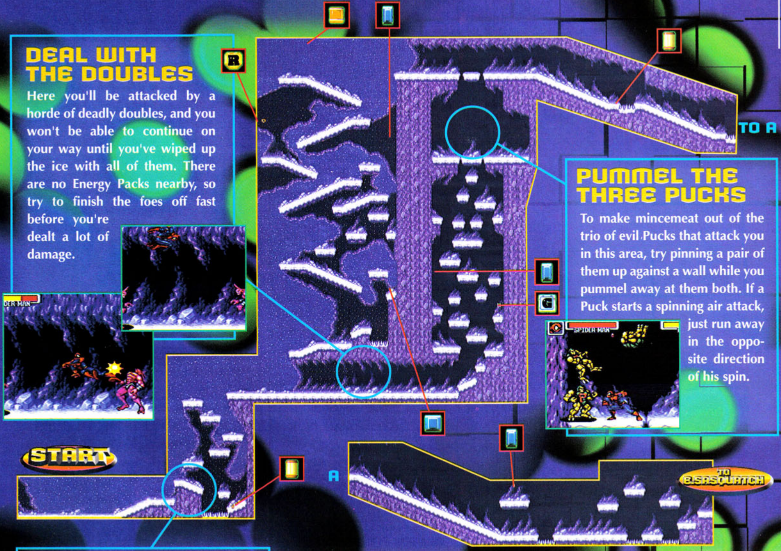
If one of your superheroes gets finished off by foes, this item can revive him before the start of a stage.

UP TO ALASKA

You can start the game in any of the first four levels, but Alaska is a great place for your first fight. The evil doubles of other Marvel characters will make the battles fast and furious, and the level's treacherous terrain adds an extra challenge to pulling off smooth attacks. You may want to use Spider-Man in Alaska because of his leaping abilities, but the Hulk is the best bet for the final battle.

DEAL WITH THE DOUBLES

Here you'll be attacked by a horde of deadly doubles, and you won't be able to continue on your way until you've wiped up the ice with all of them. There are no Energy Packs nearby, so try to finish the foes off fast before you're dealt a lot of damage.

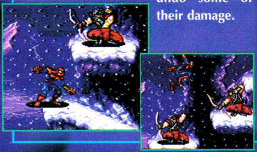


PUMMEL THE THREE PUCKS

To make mincemeat out of the trio of evil Pucks that attack you in this area, try pinning a pair of them up against a wall while you pummel away at them both. If a Puck starts a spinning air attack, just run away in the opposite direction of his spin.

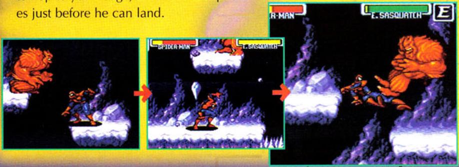
SOME PAINFUL POINTERS

Here, three evil Hawkeyes will aim their arrows at you, and, unfortunately, they have the advantage of being above you. Time your jumps up to their ledges so that you land before they've reloaded and nab the Power Pack to undo some of their damage.



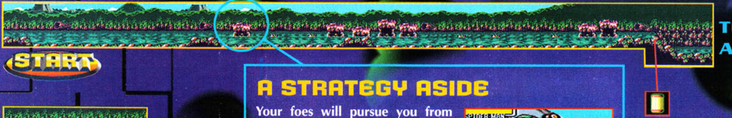
E. SASQUATCH

Sasquatch's evil double is a dangerous dude, but a simple strategy can make this bigfoot go down in defeat. When he stomps on the ground to make the icicles fall, you'll want to head to the floor where there's room to get out of the way. Now just work your way back to the highest ledge and wait for the big guy to leap up to your level. Whenever he tries to hop to your ledge, unleash a few punches just before he can land.



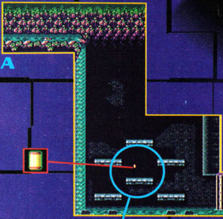
INTO THE AMAZON

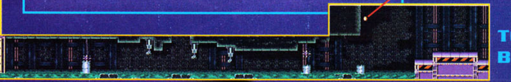
The heroes' hunt for the Infinity Gems takes them to the heart of the Amazon jungle, where they'll be ambushed by hostile forces and flying foes while racing down a rushing river. For this mission, you'd be wise to choose a hero like Captain America (because of his awesome triple attacks in the air), or, if you have the Time Gem to make up for his plodding pace, the Hulk is an excellent choice for this challenge.



A STRATEGY ASIDE

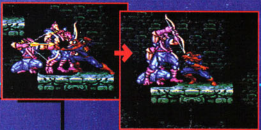
Your foes will pursue you from either the left or right side of the river. If you are successful in getting them to follow you to one side (or even keep them off screen) you can dole out the damage without much risk of retaliation.

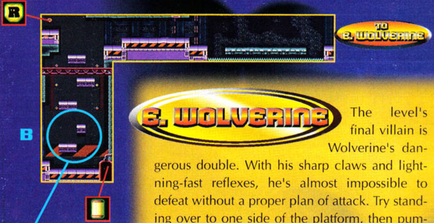




BOWS BELOW

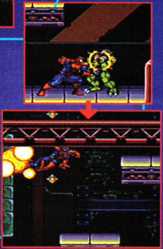
The three evil Hawkeyes that are waiting below these ledges are tough to beat if you try to chase them around the chamber. Just get a firm footing on one of the higher platforms and let the archers bring the fight to you.





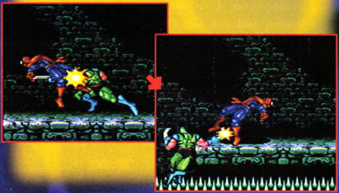
LEAP PAST THE LASERS

Try to defeat the two Pucks over to the left of the platforms to keep the laser that's positioned on the right wall from coming into play. Once the duo is defeated, leap up the ledges while taking out the lasers. If you hurry, they won't have time to target your hero.



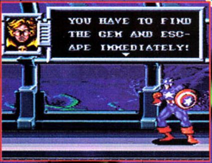
E. WOLVERINE

The level's final villain is Wolverine's dangerous double. With his sharp claws and lightning-fast reflexes, he's almost impossible to defeat without a proper plan of attack. Try standing over to one side of the platform, then pummel Wolverine so that he falls onto the spikes on the floor. Keep pounding him as he tries to leap back up to your level, but don't get too close to the edge of the platform or he's likely to land an uppercut.



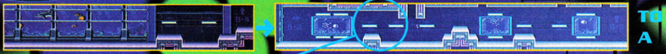
BATTLE IN BOSTON

There'll be no time to play with the starfish at the Boston Aquarium's touch tank! This home to sea creatures seems to have sprung a leak, thanks to some of your enemies' explosives, so you'll often find yourself gasping for air as well as fighting off some powerful fighters. The Time Gem makes it easier to escape the submerged sections of the stage, and Iron Man or Spider-Man are top picks for this level.



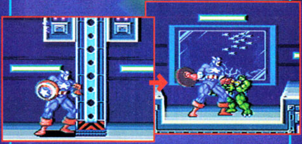
YOU HAVE TO FIND THE GEM AND ESCAPE IMMEDIATELY!

START



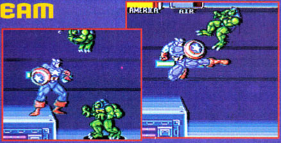
MIND YOUR METER

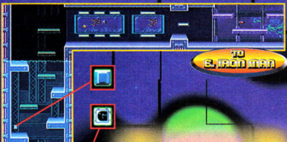
This section is submerged, so you'll have to watch your air meter! If it runs out, the lack of air will do some serious damage. Luckily, there are only two Pucks in this area, so your hero should have no problems giving them the heave-ho in a hurry.

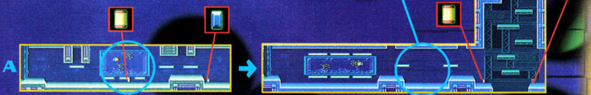


TRIPLE TAG TEAM

Pounding two evil Pucks is only a slight imposition, but fighting three of them is a serious problem! Take on this terrible trio by taking up a position on the left platform. Now when the three Pucks begin their spin attacks in midair, you can just bop them without having to leap up to their level.

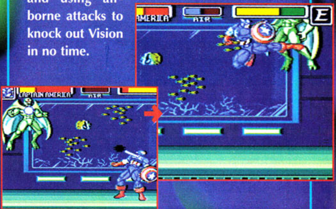






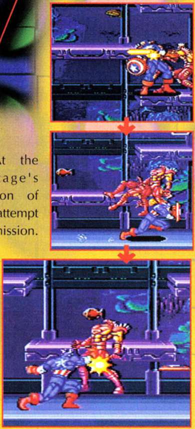
AERIAL ASSAULT

The evil Vision that's found here is sure to get the best of you if your hero is a little flat-footed. But if you're using Iron Man or Captain America, keep your hero jumping and using airborne attacks to knock out Vision in no time.



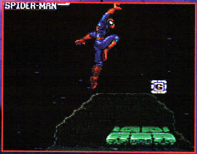
E. IRON MAN

At the stage's final section of platforms, two evil Iron Men will attempt to put your character out of commission. Starting out on the floor, you'll need to make a quick leap to the platform above you to avoid a fast laser attack from your enemies. Now keep heading up the platforms as fast as you can and wait for the Iron Men on the one closest to the top. When the Iron Men come from below, you'll be better able to beat back the pair from your lofty position.



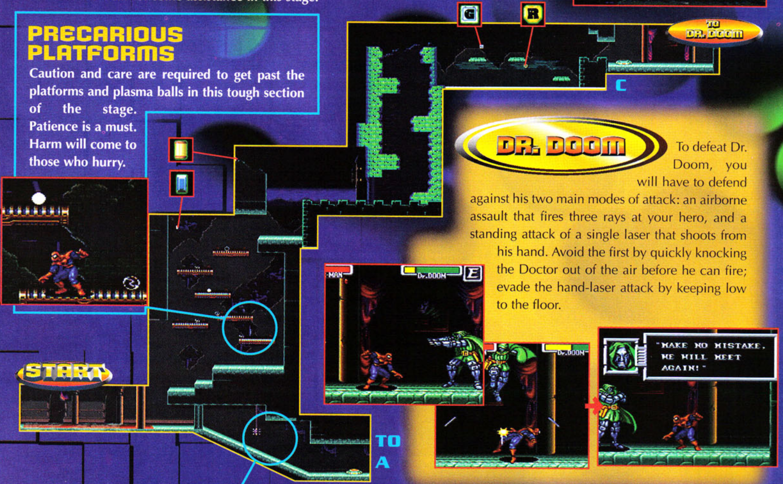
BEAT THY DOOM

You can pick from two different paths in this level: one involves making a series of tough leaps to get to the dreaded Dr. Doom, the other follows lower passages and requires brute power. Choose a hero like Spider-Man or Iron Man for the high road and the lumbering Hulk for the lower. Use the Time Gem for some assistance in this stage.



PRECARIOUS PLATFORMS

Caution and care are required to get past the platforms and plasma balls in this tough section of the stage. Patience is a must. Harm will come to those who hurry.



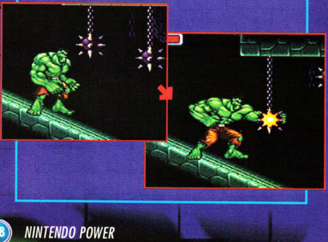
"MAKE NO MISTAKE, WE WILL MEET AGAIN!"

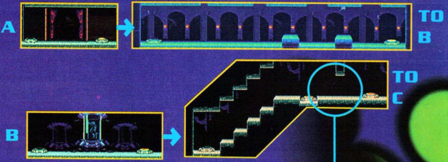
DR. DOOM

To defeat Dr. Doom, you will have to defend against his two main modes of attack: an airborne assault that fires three rays at your hero, and a standing attack of a single laser that shoots from his hand. Avoid the first by quickly knocking the Doctor out of the air before he can fire; evade the hand-laser attack by keeping low to the floor.

A PETTY PROBLEM

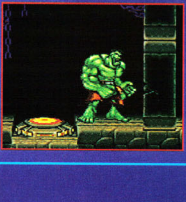
The series of spiked balls that drop from the ceiling in this lower section are little more than a nuisance for heroes who know their secret. Unlike the truly dangerous ones found in the Amazon stage, these balls can be damaged if you stand off to their side and bash them from a safe distance.





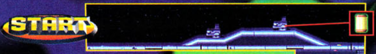
RIGHT WAY TO WARP

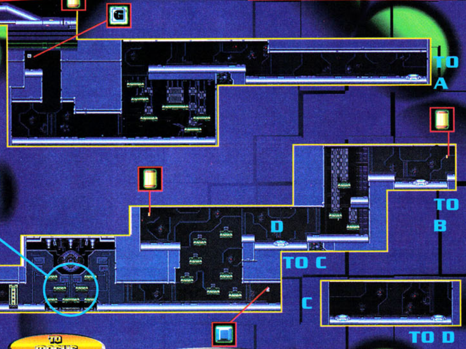
There are three warp pads in the last area of the lower level, but you should concern yourself only with the warp that's hidden behind the wall. Break down the wall next to the middle pad and take the warp that's behind it to meet Dr. Doom.

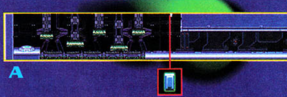


ABOARD THE BASE

After finishing the first four stages, you'll be sent on a mission to a space base where Magus and a horde of evil henchmen are orbiting the Earth. You'll have to wage a mighty battle to beat Magus, and if you're unsuccessful, your heroes will be returned to the beginning of the last stage they played before heading out to his base.

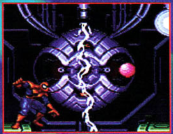


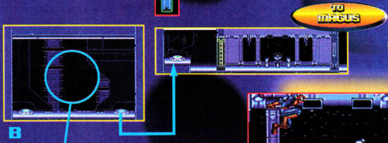




DEFUSE DEFENSES

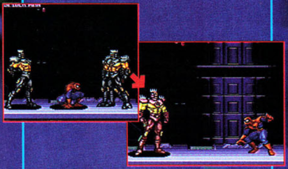
You're sure to take a lot of damage if you can't destroy this defense system fast. Use a gem power attack (Wolverine's works especially well) to quickly defuse large sections of the device.





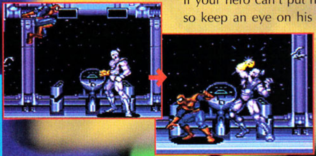
A FULL SUPPLY OF IRON

Defeating the four evil Iron Men in this section is mostly a matter of speed. The first three are easy to defeat if you fight furiously, but the last requires a little extra effort. Try to keep your hero above or below his hand beam.



MAGUS

Magus has the ability to recharge his life meter if your hero can't put him out of commission quickly, so keep an eye on his meter and really let him have it when it gets low. The best moment to attack Magus is when he's just beginning to charge up his plasma beam as he's taking up a firing position.



EVEN MORE MARVELS!

The heroes are far from finished! There are still more Infinity Gems to find in the next four levels, which include a mission on Mt. Vesuvius and a trek through Egypt's searing sands. If you get through all four of the stages, you'll come face-to-face with the all-powerful Thanos!

CLASSIFIED INFORMATION

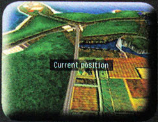
0428 6211 4842 0680

MEMBER IDENTIFICATION #

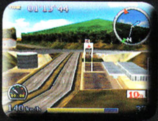
PILOTWINGS 64

Free Fuel

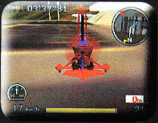
We'll kick off this month's Classified Information with our very first trick for–ta-da!–an N64 game! If you're like us, you've not only enjoyed earning your wings in Pilotwings 64, but you've also enjoyed just flying around and taking in the breathtaking scenery. The only problem is that the gyrocopter and the rocket pack run out of fuel pretty quickly. There is a gas station in the Little States, however, that will dole out unlimited fuel for free! It's located at a road junction in the southeast, between the space shuttle launch pad in Florida and the Mississippi River. Just land in the parking lot, between the sign and the building, and cross or touch the center line. Your fuel tank will be topped off automatically! If you're flying the gyrocopter, just be sure not to come to a complete stop, or the stage will end.



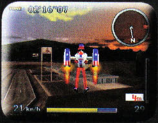
This trick works in any of the Little States stages. Use the map to get your bearings.



If you're careful on approach, you can make a touch-and-go landing and takeoff.



This trick works even if you don't quite touch the ground.



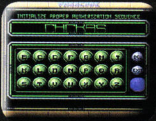
The rocket pack *can* make it here from the West Coast.

WAR 3010 THE REVOLUTION

Stage and Special Passwords

In the War 3010 review in Volume 88, we mentioned that there are three hidden bonus games in this title, and we hinted at how to find the passwords. In case you haven't been able to uncover the special passwords, here they are, along with the passwords to the regular stages.

Stage 2:	YTBHMGH
Stage 3:	JRQDGNP
Stage 4:	RCZKTLN
Stage 5:	PWDNRSX
Stage 6:	TZBMHKL
Stage 7:	CKXLDCN
Stage 8:	KCCRZRT
Stage 9:	MBNVXJC
Stage 10:	QQKFVWD
Stage 11:	NZSTDTP
Stage 12:	LYHJLBN
Stage 13:	DLGFHQK
Stage 14:	HSJVLXF
Stage 15:	FZRJTVP
Stage 16:	GYWCKTH
Zanax Checkers:	CHCKRS
Zanax Chess:	CHCKMT
Zanax Invaders:	ZNXNVR

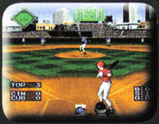


Leave the last space blank when using the bonus passwords.

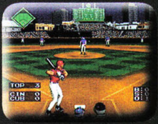
This classic strategy game has been given a futuristic twist.

Night Game Code

Baseball season is long over, but to relive those thrilling days (and nights!) of doubles and double plays, try this code in any outdoor stadium. Press Start to pause, then press Select, Down, A and Y. Press Start to return to the game. Once the game view changes (e.g., you get a hit and the screen switches to the overhead view) and returns to the batting screen, day will turn into night or night into day!



This code works with one- and two-player games. Either player can enter it.



Night falls once the game view changes and then returns to the batting screen.

Infinite Energy and Stage Skip

This handy pair of codes will help you through the stickier parts of this side-scrolling action Pak. On the Game Start screen, press Up, X, B, R (the R Button, not Right) and Start simultaneously. Hold all these buttons until the screen fades to black. This code will give you infinite energy. Once you get into the thick of things, you'll also be able to skip to the next stage by pressing and holding Start and Select simultaneously. The stage skip code can be used at any time.

START
OPTIONS

Hold Up, X, B, R and Start until the screen fades.

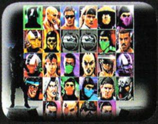
With infinite energy, you won't have to worry about a thing!

Hidden Character and More!

You know there has to be a slew of hidden characters in MKT, and we've got the goods on one of them! Not only does this code introduce you to the deadly Chameleon, it also activates the Endurance Tournament! We also have Random and Stage Select kodes for your Kombat pleasure!

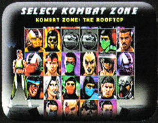
Random Select

To activate the Random Character Select option, highlight either Noob Saibot or Rain then press Up and Start.

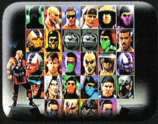


Stage Select

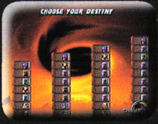
Highlight Sonya on the Character Select screen then press Up and Start. After all characters have been chosen, the Stage Select menu will appear.



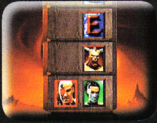
Battle With Chameleon



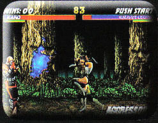
In a One-Player tournament game, highlight Kano and press Down and Start.



The tournament ladders will be composed almost entirely of Endurance Rounds.



If you choose the Champion Tournament, Chameleon will be your first opponent.



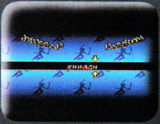
She has the combined powers and abilities of all the women ninja in the game!

PRINCE OF PERSIA 2

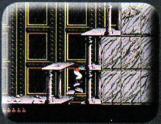
Passwords

The evil Jaffar has stolen the Prince's identity and placed the kingdom under a spell. Put an end to his dastardly plans with the help of these passwords.

Stage 2: CFGKLK
Stage 3: DFFKLK
Stage 4: FGCKLK
Stage 5: GGMJCK
Stage 6: HGFHRH
Stage 7: JGBHNH
Stage 8: KHHGCH
Stage 9: LHHGDH
Stage 10: MHLDJF



Use these passwords to skip to the really rough stuff.



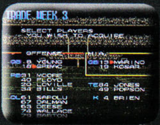
Running and jumping, running and jumping...!

TECMO SUPER BOWL III FINAL EDITION

Hall of Fame Free Agents

If the free agent pickings are slim, use this trick to add some proven strength to the pool. You must win three consecutive Super Bowls with the same team without skipping a game. Now enter the next season with the Trade Mode on. Hall of Fame greats, identified by the teams and jersey numbers they're most associated with, will appear in the agent pool.

Play the shortest seasons and games possible to speed things up.



```
TRADE WEEK 3
SELECT PLAYERS
 YOU WISH TO ACQUIRE
 OFFENSE
QB 8 YOUNG        QB13 MARINO
   18 GRBAC         19 KOSAR
RB31 MOORE
  40 FLOYD
  20 LOVILLE       TE84 JONES
  34 BILLS           49 POPSON
OL61 SAPOLU         K 4 BRIEN
  67 DALMAN
  63 DEESE
  74 WALLACE
  79 BARTON
```

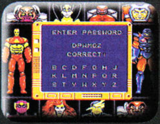
It's not an easy trick, but the payoff will be worth it for true gridiron grunts!

IRON MAN X-O MANOWAR IN HEAVY METAL

Passwords

Here's your chance to prove your mettle in the battle to save two universes! Just don't tell any of the other superheroes that you had a bit of help from these passwords...

Stage 1: TYCKPQ
Stage 2: TJYPDF
Stage 3: ZXCVBM
Stage 4: KDZCPL
Stage 5: MHGQZS
Stage 6: SPLHRJ
Stage 7: YPMBCK
Stage 8: SDWZCM
Stage 9: DPWMQZ
Stage 10: LKLPDX
Stage 11: XCSQSS
Stage 12: MPQPRY
Stage 13: JKRTSC
Stage 14: DXCMGH
Stage 15: LPJKHX



```
ENTER PASSWORD
DPWMQZ
CORRECT!
B C D F G H J
K L M N P Q R
S T V W X Y Z
```

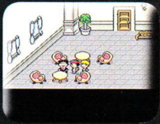
Passwords may plop you into the middle of a mission.

Okay, it's time to get your tin can in gear!

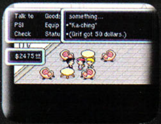
EARTHBOUND

Better Than the ATM

If you're in Twoson and need some quick cash, just visit the Twoson Hotel. Enter the room to the left of the entrance and talk to the man there repeatedly until he gives you money.



You'll need to speak to the man about 15-20 times.



something...
•"Ka-ching"
•(Grif got 50 dollars.)

He'll eventually fork over $50 to get you to bug off!

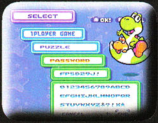
CLASSIFIED INFORMATION

TETRIS ATTACK

Puzzle Mode Passwords

You asked for them, so here they are. We've listed the passwords to the entire first set of Puzzle Mode stages (up to Stage 6-10), plus the password that will access the hidden second set of 60 puzzles!

1-1	None
1-2	FP%D292K
1-3	FP9J2%93
1-4	FPYD2%2P
1-5	FP6J2S9D
1-6	FPFJ25CR
1-7	FPMD25!Z
1-8	FPCJ27C?
1-9	FPQD27!2
1-10	FPJD2694
2-1	FPHJ2Y9H
2-2	FP2J2BCL
2-3	FPTJ2B2N
2-4	FPNJ2C!X
2-5	FPKD2M!T
2-6	FP?D219&
2-7	F35D2JCC
2-8	F3%J2GCM
2-9	F3BD2G!1
2-10	F37D2Q2F
3-1	FPCJ22!J
3-2	FPGD24!G
3-3	FPHD2H2Q
3-4	FP&D2NC8
3-5	FPPD2X29
3-6	FP?D2&!%
3-7	F35J2K!S
3-8	F39J2325
3-9	F36D2P27
3-10	F3CD2ZC6
4-1	FPLJ499Y
4-2	FP2J4%!B
4-3	FPXD4SK!
4-4	FP3J47MK
4-5	FP?J46%3
4-6	F35D4Y4P
4-7	F31J4F%D
4-8	F3QJ4GMR
4-9	F3LJ4Q%Z
4-10	FPXJ424?
5-1	FPKJ4HK2
5-2	FPRD4NM4
5-3	F3%D4X4H
5-4	F36D4&KL
5-5	F3CD4K4N
5-6	F34J4R%X
5-7	FPPJH94T
5-8	FP?JHSK&
5-9	F3%DH6MC
5-10	F36JHBMM
6-1	F3CDHMM1
6-2	F3JJHFMF
6-3	FP!JH2KJ
6-4	F35JHH4G
6-5	F36DHX%Q
6-6	F3CDH&K8
6-7	F3HJH3K9
6-8	F3TJHD%%
6-9	FPRDL9MS
6-10	F3BDLS45
7-1	FP5D29J!



Passwords save both the stage and the elapsed time.

TIME
0'01
STAGE
1-01
COUNT
03

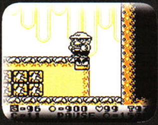
See how far you can get in the next set of puzzles.

WARIOLAND SUPER MARIO LAND 3

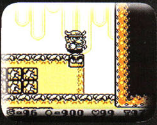
©1993 Nintendo

Super Cheat Code

This Player's Choice rerelease deserves another chance to shine, and so does this terrific code. Pause the game and press Select 16 times to make a cursor appear at the bottom of the screen. While holding A and B, use the Control Pad to move the cursor left or right to highlight your number of lives, coins, etc. Press Up and Down to max them out. Press Start to return to your game.



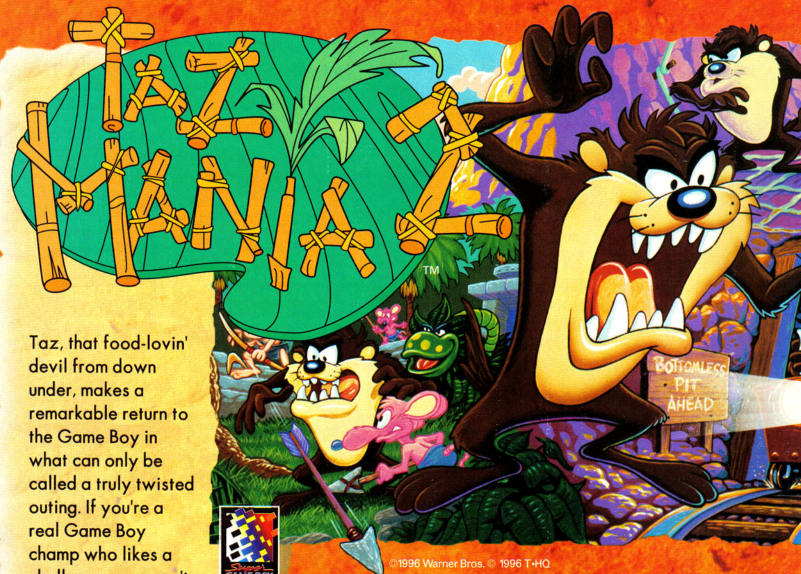
If you place the cursor on the Wario head and then press Start to return to your game...



...you'll also be rewarded with a new hat!

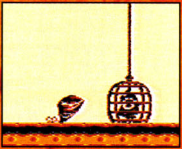
Experts, shmexperts! If you've got an awesome tip or a killer code, send it in! We'll print your stuff alongside the pros' codes. So what are you waiting for? Warm up your brain pans, crack your knuckles and press those buttons!

Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA
98073-9733



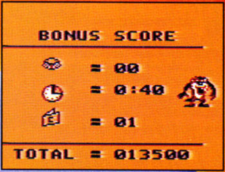
Taz, that food-lovin' devil from down under, makes a remarkable return to the Game Boy in what can only be called a truly twisted outing. If you're a real Game Boy champ who likes a challenge, you won't want to pass up T•HQ's Taz-Mania 2, with its 12 fun-filled stages and fast and furious game play.

©1996 Warner Bros. © 1996 T•HQ



NOW,GO FIND YOUR SISTER.

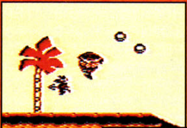
TAZ'S TRIP THROUGH FOUR LONG LEVELS!!!



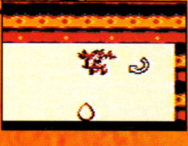
```
BONUS SCORE
   = 00
   = 0:40
   = 01
TOTAL = 013500
```

Taz can earn an extra life if he consumes 100 Bottle Caps, and he'll pick up big points if he finishes a level fast and collects Comic Books.

Two conniving crocodiles are trying to capture Taz's family, and our hungry hero has to race like a tornado across four long levels to put a stop to their plans. Unfortunately, there are a lot of dangers down under, like stinging scorpions and spear-wielding bush rats that stand in Taz's way. And even those baddies are nothing compared to the enemies that Taz has to tangle with at the conclusion of every level. With only his whirlwind attack and an occasional special weapon, Taz will have his work cut out for him trying to win his family's freedom.



Taz can easily beat baddies such as bush rats if he launches spin attacks before they land hits on him.



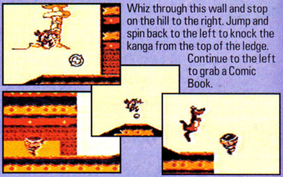
The levels' hidden areas contain many important items, such as Large Eggs that help Taz stay in excellent health.

Level 1

THE JUNGLE

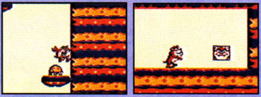
All the stages in Taz-Mania 2 are timed, giving Taz just four minutes to reach the finish line. Luckily, the Jungle path is straightforward, so Taz can explore for secrets and still complete the stage in time. The bush rats Taz encounters in the Jungle don't throw their spears, so you should just close in on the critters and do a tornado attack to take them down.

1-1 GRAB KANGAS COMIC



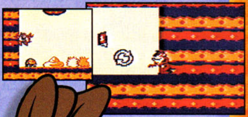
Whiz through this wall and stop on the hill to the right. Jump and spin back to the left to knock the kanga from the top of the ledge. Continue to the left to grab a Comic Book.

1-2 THE CLIFF'S CAVERN



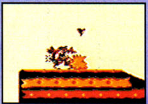
Use this little turtle to leap through the cliff. You'll be rewarded with a Comic Book and an extra life.

1-3 LOOT TO THE LEFT

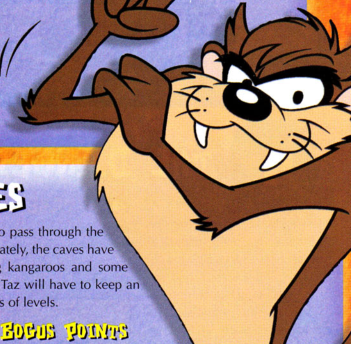


When you come to this turtle sitting at the base of a cliff, jump off him to the left to uncover some excellent loot.

1-3 NAB THE TINY TORNADO



Don't miss this powerful item located near the stage's finish line! It provides the tool crucial to defeating the level's final foe, the Tree-trunk Tank!

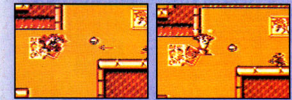


Level 2

THE CONDO CAVES

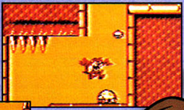
To save his mother from a life behind bars, Taz will have to pass through the Condo Caves, home to the outback's wealthiest creatures. Unfortunately, the caves have recently become infested with seed-spitting plants, high-hopping kangaroos and some other vicious varmints. While fighting off this large cast of critters, Taz will have to keep an eye on the clock and avoid getting lost in the caves' long labyrinths of levels.

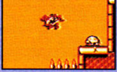
2-1 A REAL RAT TRAP



At the start of the stage, you'll be speared by the rat on this ledge unless you quickly make a tornado attack.

2-2 BOGUS POINTS

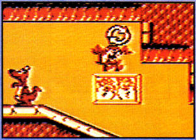




Spikes are a real pain, so angle your leaps to avoid hitting the ones on and above these ledges.

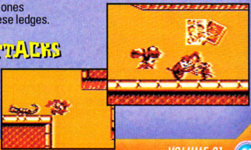
2-2 JUST WHIRL AWAY!

This stage is harder than the first, but there are plenty of Funnels to find, so don't worry about wasting your whirlwind power.



2-3 TINY TAP ATTACKS

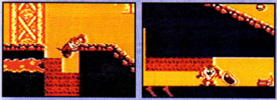
The finish isn't hard to find in this stage, but you'll still face lots of foes. Just take your time and just tap the B Button to attack.



Level 3 MAZE OF MINES

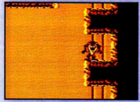
In this level, Taz must make his way through a maze of mine shafts in search of his missing sister, Molly. Besides taking on toucans, barreling past bush rats, and clobbering bomb-carrying kangaroos, Taz must navigate treacherous underground terrain. To be on the safe side, use plenty of caution when approaching crumbling stalactites, and be very wary of large pools of water.

3-1 GO DIGGING DOWN UNDER

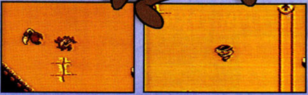


Most of the bonus items are buried beneath the mine shafts, so look for places on the floor where the stone can be easily pulverized.

3-2 HEAD UP TO NEW HEIGHTS

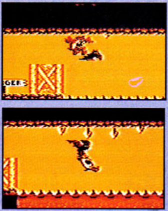


To get up this series of steps, stand with only Taz's left foot on the edge of the ledge and make a high leap to the next level.



To reach bonus items in high places, start to spin while sliding down a slope and jump just before you're under the object.

3-3 WING OVER WATER



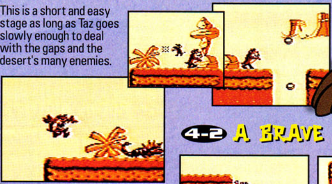
To get over this underground lake, wait until the bat turns away from Taz and then leap for its feet. Hang on until the bat begins to go back to the left, then make a giant jump for dry land.

Level 4 THE DANGEROUS DESERT

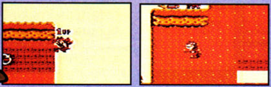
In the last of the game's four levels, Taz heads out into the blistering heat of the outback to bring back his missing little brother. Prepare for a true test of Taz's skills: The desert's wide chasms require some challenging leaps, and in this wild and arid land, Taz's fiendish foes are almost always underfoot!

4-1 TAKE IT EASY, TAZ!

This is a short and easy stage as long as Taz goes slowly enough to deal with the gaps and the desert's many enemies.

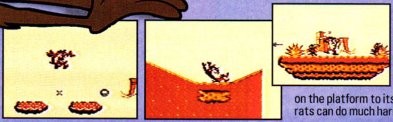


4-2 A BRAVE MOVE FOR BONUSES



Leap off the cliff to get this extra life and spin into the stone on its left. Keep heading left to get Taz back on track.

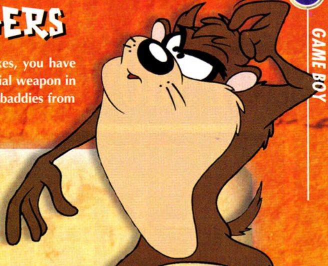
4-3 OVERRUN WITH RATS!



After hopping across two platforms and sliding off a slope, Taz will land on a ledge with two spear-wielding rats. Hop on the platform to its right before the rats can do much harm.

FOUR CHIEF CHALLENGERS

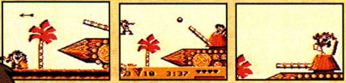
While the real keys to beating these bad guys are timing and good reflexes, you have almost no chance of defeating these challengers unless you locate the special weapon in the last stage of every level. Without it, you won't be able to hit these big baddies from a distance, and you'll have to rely on your tornado attack.



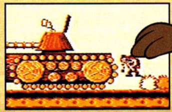
Level 1

THE TREE-TRUNK TANK

To take on the tank, stay to the left and hop up when an arrow is overhead. Throw a tiny tornado at Bushlad at the top of your leap, and jump again as soon as you land. When you run out of weapons, hop onto the tank and keep hitting Bushlad with tornado attacks.



You'll have to hop high to hurl tiny tornadoes at Bushlad's head. If you use up your weapons, you'll need a more direct method.

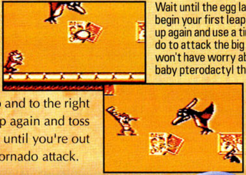


If you can force Francis Bushlad to fly the white flag, Taz will finally be reunited with his father.

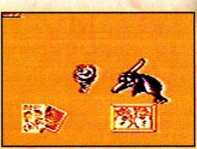
Level 2

THE PTERODACTYL

To defeat the pterodactyl, stand on the left side of the screen and wait for her to lay an egg. When the egg lands on the floor, leap up and to the right to avoid the newborn bird. Now jump up again and toss a tiny tornado at the pterodactyl. Repeat until you're out of ammo, then just jump and use your tornado attack.



Wait until the egg lands to begin your first leap, then leap up again and use a tiny tornado to attack the big bird. (You won't have worry about the baby pterodactyl this time.)

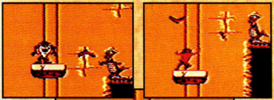


When you're all out of weapons, you'll still need to follow the same pattern of attack you used before, but this time, just jump up and gently tap the B Button to bring down the bird.

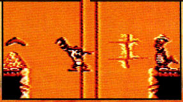
Level 3

AXL GATOR

To get the upper-hand on Axl Gator, hop onto the platform and let it descend until you're just out of the boomerang's flight path. Now begin jumping just as Axl throws his weapon and quickly fire off a tiny tornado. After your first attack, continue jumping and throwing tornadoes. Axl will be axed in no time.



Remember: You can hurt Axl only when he's not holding the boomerang!

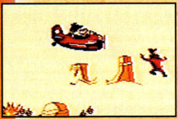


If Taz jumps just as Axl lets loose with the boomerang, you'll be safely out of the weapon's way before it returns.

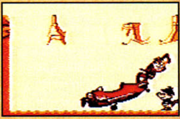
Level 4

BULL GATOR

There are two stages to beating Bull Gator. In the first, get to the screen's right side and leap up just as Bull begins to drop his bombs. Throw tornadoes at the top of your hops until his plane is kaput. After he crashes, just keep beating Bull with tornado attacks while jumping out of the way of his weapon.



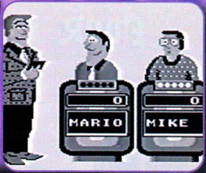
If you run out of tiny tornadoes, don't worry. You can still take Bull down with your whirlwind ability.

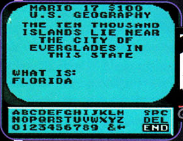


After Bull crashes, stay in close, leap over the line of his fire, and use a tornado attack as you land.

WHAT IS AMERICA'S CLASSIC QUIZ SHOW?

JEOPARDY!™ Platinum Edition





```
MARIO 17 $100
U.S. GEOGRAPHY
THE TEN THOUSAND
ISLANDS LIE NEAR
THE CITY OF
EVERGLADES IN
THIS STATE

WHAT IS:
FLORIDA

ABCDEFGHIJKLM   SPC
NOPQRSTUVWXYZ   DEL
0123456789 &←   END
```

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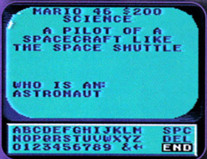
Got a head full of facts? Then grab your Game Boy for Gametek's latest portable version of a great game show! Made with the help of the quiz masters at Jeopardy Productions, Jeopardy! Platinum Edition challenges your grasp of a wide range of subjects, including the 1940s, nature and travel and tourism.

CAST A SPELL

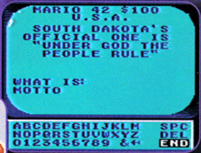
You get 10 seconds to push a button, signaling to the bubbly host that you've figured out the question to the answer. You then have a full minute to spell it out. Jeopardy! will accept such misspellings as "Eriee" for "Erie," but can be unexpectedly contrary. For example, you'll have to spell out "Bay of Fundy" instead of just "Fundy."



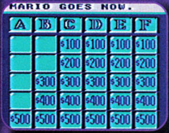
```
MARIO 46 $200
SCIENCE
A PILOT OF A
SPACECRAFT LIKE
THE SPACE SHUTTLE

WHO IS AN:
ASTRONAUT

ABCDEFGHIJKLM   SPC
NOPQRSTUVWXYZ   DEL
0123456789 &←   END
```

DUELING DUOS

The computer-generated rival will never be mistaken for a rocket scientist. For a fast-and-furious fact fight, face off with a friend to find out who's the real master of minutiae! You'll share the same Game Boy. The first player buzzes the host by pressing the center of the Control Pad, while the second player presses the A Button. If you buzz first but give the wrong response, your rival has the chance to buzz during the rest of the 10 seconds.

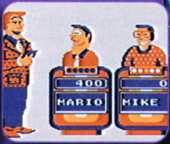


```
MARIO 42 $100
U.S.A.
SOUTH DAKOTA'S
OFFICIAL ONE IS
"UNDER GOD THE
PEOPLE RULE"

WHAT IS:
MOTTO

ABCDEFGHIJKLM   SPC
NOPQRSTUVWXYZ   DEL
0123456789 &←   END
```



MARIO GOES NOW.

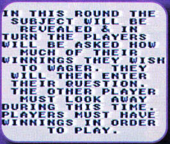
A	B	C	D	E	F
		$100	$100	$100	$100
		$200	$200	$200	$200
	$300	$300	$300	$300	$300
	$400	$400	$400	$400	$400
$500	$500	$500	$500	$500	$500



Cartoony graphics, complete with huge grins when your character gets a correct question, add to the game's fun. And of course, there's the familiar Jeopardy! tune.

FINAL JEOPARDY

Just like the big show, Jeopardy! for the Game Boy concludes with Final Jeopardy!, in which you any wager amount up to your entire winnings. Even if you're trailing badly after the first two rounds, a correct question in Final Jeopardy! can still win you the game. Provided, of course, that your rival blunders badly. Leaders should wager cautiously and big leaders should wager very cautiously. Do some quick math to make sure that even in a worst-case scenario, you'll still win.



```
IN THIS ROUND THE
SUBJECT WILL BE
REVEALED & IN
TURN THE PLAYERS
WILL BE ASKED HOW
MUCH OF THEIR
WINNINGS THEY WISH
TO WAGER. THEY
WILL THEN ENTER
THEIR QUESTION.
THE OTHER PLAYER
MUST LOOK AWAY
DURING THIS TIME.
PLAYERS MUST HAVE
WINNINGS IN ORDER
TO PLAY.
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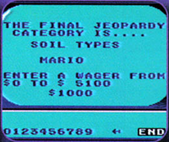

```
THE FINAL JEOPARDY
CATEGORY IS....
SOIL TYPES

MARIO

ENTER A WAGER FROM
$0 TO $ 5100
$1000

0123456789  ←  END
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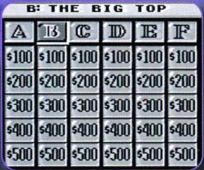
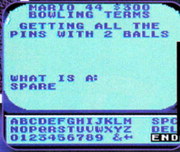
AND . . .

JEOPARDY!™ TEEN TOURNAMENT



B: THE BIG TOP

A	B	C	D	E	F
$100	$100	$100	$100	$100	$100
$200	$200	$200	$200	$200	$200
$300	$300	$300	$300	$300	$300
$400	$400	$400	$400	$400	$400
$500	$500	$500	$500	$500	$500



MARIO 44 $300
BOWLING TERMS

GETTING ALL THE PINS WITH 2 BALLS

WHAT IS A:
SPARE

If Jeopardy! Platinum Edition has too many tough answers for you, try Teen Tournament on for size! The format, characters and even many of the categories are the same, but this pak is slightly easier. With its emphasis on basic knowledge, Jeopardy! Teen Tournament makes an excellent choice for the younger player.

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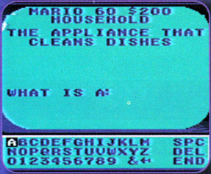
© Jeopardy Productions®, Inc.

YOU'RE THE QUESTION AUTHORITY



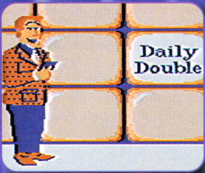
MARIO 60 $200
HOUSEHOLD

THE APPLIANCE THAT CLEANS DISHES

WHAT IS A:

Teen Tournament has more of a U.S. flavor, with categories on the presidents and states. TT also takes a more light-hearted approach. It will test your knowledge of comics instead of British history and the other weighty subjects found in Platinum Edition. Jeopardy! is not a pure test of memorization. In both Platinum Edition and Teen Tournament, you can often figure out the correct question even if you can't remember it right away. That's because the writers usually squeeze an extra clue into each answer. Generally, the higher the dollar value of an answer, the tougher it is.

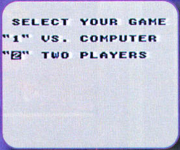
DAILY DOUBLE



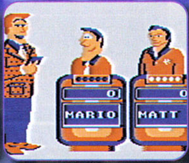
A highlight of each round is the Daily Double. Pick this hidden square and you can bet any amount up to your total winnings. If you've won nothing, the genial host will allow you to bet up to $500 in Jeopardy! and up to $1,000 in Double Jeopardy! Double Jeopardy! has two Daily Doubles. You'll have 30 seconds to spell out the correct question and win this double-or-nothing opportunity. The Daily Double offers a great opportunity to win big—or lose everything!

FACTOID FACE OFF

Just like Platinum Edition, Teen Tournament allows you to compete with a friend on the same system. In 1- or 2-Player mode, if you don't like the categories you've received, you can press the B Button before beginning play and the pak will randomly generate a new group of categories. You can also choose your on-screen character by pressing Up or Down on the Control Pad. In 1-Player mode, the Pak will chose its own character and name.



SELECT YOUR GAME
"1" VS. COMPUTER
"2" TWO PLAYERS



Only the STRONG survive in the... ARENA

NAME IT NOW!

Do you really know games? Glance at a clock or watch and then take this timed test for fun and see how fast you can name five games that include the following characters or features:

Mario.
A Masamune sword.
Someone or something named Gaia.
Yoshi.
A casino.
A sound effects code.
Goombas.

How did you do? Compare your time to the following scale: Under 2 minutes: Game Ace. 3-5 minutes: Power Player. 5-8 minutes: Arena contender. 8-10 minutes: Not bad. 10-15 minutes: Somebody interrupted you, right? 15+ minutes: Play more games, read more Power.

CHALLENGE #1

PILOTWINGS 64

Here is your chance to take your best shot from the Hang Glider in any stage of PilotWings 64. Snap photos of the coolest views, angles and close-ups in the game, then take a real photograph of the picture in your photo album. The Arena judges will vote on the best pictures and award the winning photographers four Super Power Stamps each. If your photo is gallery quality, you might see it in a future issue of Nintendo Power!

CHALLENGE #2

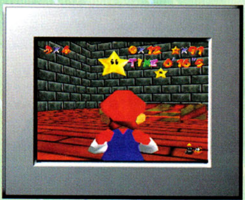
SUPER MARIO 64

What's your fastest time down the Princess's Secret Slide? (Have you found the shortcut?) Take a photo of your best time—it should be under twenty seconds—and send it to the Arena. The twenty slickest sliders with the best times will win four Super Power Stamps. Nintendo Power Super Power Stamps are good for cash off the awesome gear sold in the Super Power Supplies Catalog sent to subscribers of Nintendo Power.

DKC3: DIXIE KONG'S DOUBLE TROUBLE

How fast can you run, swim, climb and roll through the Riverside Race course in Kremwood Forest? It might be easy to avoid the insect swarms and beat Brash Bear's winning time, but how do you measure up against the best players in North America? Pause your game and take a photo of your time when Kiddy or Dixie is standing by the flag pole. The top twenty times win four Super Power Stamps each!

Save this Photo?
Yes ▶ No
Photos left : 1



SUPER MARIO KART

Best Times on Koopa Beach 1 (Volume 82)

Matt Warner	Montezuma Creek, UT	0:41:69
David Wonn	Gahanna, OH	0:52:76
Kelly Anderson	Northfield, MN	0:57:20
Jason Besherse	Kress, TX	0:58:16
Frederic Busque	Pintendre, PQ	0:58:44
Seth Thomas	Norman, OK	0:58:54
Chris Kennedy	St. Paul, MN	1:01:55
Travis Taylor	Anchorage, AK	1:02:78
Justin Seegmiller	Phoenix, AZ	1:03:46
Benjamin Seab	San Francisco, CA	1:03:61

SUPER MARIO KART

Best Times on Mario Circuit 2 (Volume 84)

Jared Anderson	Lincoln, NE	1:21:04
Jon Keeler	Grand Rapids, MN	1:24:64
Christopher Tang	Jamesburg, NJ	1:25:62
Brian Claycomb	River Falls, WI	1:26:13
Arthur Subrin	Palm Bay, FL	1:26:38
Aaron Kaluszka	Pilot, VA	1:26:40
Stephen King III	Suquamish, WA	1:27:10
James Hanke	Waterville, KS	1:27:38
Steve Rose	Lake Zurich, IL	1:27:46
Mike LeRoux	Woodbine, MD	1:28:37
Steven Weiss	Old Bridge, NJ	1:28:49
C dric Charest	Marieville, PQ	1:28:59
Dan Herron	Flint, MI	1:29:22
Landon Nardini	Waterloo, IA	1:29:24
Scott Pattullo	Healdsburg, CA	1:29:87
Herald Richeson	Clearwater, FL	1:30:22
Jordan Sikora	Delmont, PA	1:30:25
Derrick Lawton	Alexandria Bay, NY	1:30:63
Dave Burmaster	Niskaguna, NY	1:30:81
Chris Sula	Joliet, IL	1:30:88
Michael Grisafe	Ventura, CA	1:30:95
Justin Moore	Oregon City, OR	1:31:10
Jonathan Carts	Houston, TX	1:31:66
Justin Vail	Boiling Spring, PA	1:31:69
Aaron Cole	Stanhope, NJ	1:31:96
Gregory Ardini	Needham, MA	1:32:14
Rene Crete	Belchertown, MA	1:32:56
Brian Hennessy	Clearwater, KS	1:33:27
Andy Pucker	Granton, WI	1:33:37
Joshua Santos	San Jose, CA	1:33:93
David Olaechea	West New York, NJ	1:34:07
Jonathan Ludwig	Lexington, MA	1:34:23

SUPER MARIO KART

Best Times on Bowser Castle 3 (Volume 86)

Michael Oram	Willowdale, ON	1:47:60
Eric Hunnewell	Jefferson, ME	1:48:18
Richard Rowell	Santa Maria, CA	1:48:28
John Morris	Miami, FL	1:48:36
Kevin Bogatitus	Evanville, IL	1:48:49
Jason & Chanelle Oetting	O'Fallon, MO	1:48:66
Tony Karpinski	Conway, SC	1:49:56
Paul Egolf	Sykesville, MD	1:49:67
Chris Anciano	Cerritos, CA	1:49:79
Brad Wilson	Hale, MI	1:49:99
Christopher Tang	Jamesburg, NJ	1:50:50
Andy Becker	Hampshire, IL	1:50:53
Richard Gregario	Jackson Heights, NY	1:50:57
Eric Cosman	Walnut, CA	1:50:77
Justin Seegmiller	Phoenix, AZ	1:50:77
Eric Goodwin	Dublin, OH	1:51:25
Marc Thiele	Norton, KS	1:51:46
Patrick Malie	Youngstown, OH	1:51:56
Stephen Lensi	Bristol, CT	1:51:86
Nathan Trey	Durango, CO	1:52:11
Sonny Lupica	Strongsville, OH	1:52:41
Austin Mohr	Marion, IL	1:52:44
Richard Lenga	Batavia, OH	1:52:68
Erik St-Hilaire	Winnepeg, MB	1:52:76
Justin Frederick	Seaside, CA	1:52:89
Joe Kanke	Deerbrook, WI	1:53:02
Kevin DeAnna	Cedar Grove, NJ	1:53:29
John Stoveld	Gormley, ON	1:53:49
Larry Licht	Sewell, NJ	1:53:77
Ken Hand	Pickering, ON	1:53:79
David Skae	Cresco, PA	1:53:79
Jason Yu	San Gabriel, CA	1:54:22
Bob Eiden	Champlin, MN	1:54:35
Cyndi Zaino	Melville, NY	1:54:42
J. P. Prusak	North Pole, AK	1:54:45
Keith Cox	Kountze, TX	1:54:88
Jason Mundell	Okotoks, AB	1:54:98
Kevin Jackson	Davie, FL	1:55:00
Jason Rosenberg	Dwings Mill, MD	1:55:37
Kenny Hamilton	Aurora, CO	
Luke Markko	Barrington, IL	
Chris McBride	Grand Forks, ND	
Jason Miller	Altoona, PA	
Javier Morales	Carpinteria, CA	
Handy Nguyen	Pomona, CA	
Tim Nicholson	West Baden, IN	
Jack O'Brien	Long Beach, CA	
Joey Panzik	Branchport, NY	
Kevin Peltonen	Waupaca, WI	
Wayne Preston	Shoshone, ID	
Ramon Rogers	Jefferson, OH	
Paul Sample	Madison, SD	
Greg Schubert	Campbell, CA	
Kevin Smith	Westfield, NJ	
Daniel Solem	Tucson, AZ	
Michael Starcher	Dallas, TX	
Trevor Stayer	Edmonton, AB	
Brett Taroli	Old Forge, PA	
Lauren Welker	Waterville, OH	
Bill Wu	Woodland, CA	

DKC 2: Diddy's Kong Quest

Best Times for 102% (Volume 80)

Sean Lui	Arcadia, CA	1:42
Roy Deller	Pasadena, CA	1:58
Donna Gretty	Tacoma, WA	2:02
Daniel Rentz	Winnipeg, MB	2:32
Bobby Salazar	Kingsville, TX	2:37
Rick Demers	Seattle, WA	2:51
Tim Ferrara	Apache Junction, AZ	2:44

MEGA MAN X3

Completed Rhino Stage first (Volume 84)

Lincoln Abreu	Sunnyside, NY
Joshua Bellon	Brightwood, VA
Pat Britton	Lake Orion, MI
Joshua Bycer	Cherry Hill, NJ
Keith Chase	Willimantic, CT
Ivan Cheung	Frankfort, KY
Neal Christiansen	Los Banos, CA
Wesley Coburn	Kingwood, TX
Jeffrey Cochran	Stockbridge, GA
Rob Conlon	Hartland, WI
Christopher Davies	Toledo, OH
Michael Ducharme	Johnston, RI
Cory Eberwein	Kenton, OH
Chris Estes	Batesville, AR
Matthew Fitzgerald	El Paso, TX
Jeff Gilman	Lander, WY
Ben Goldsmith	Sedona, AZ
Anthony Grohosky	Collegeville, PA
Kelly Hallett	Lockport, MB

SUPER MARIO RPG

Best Times on the Moleville Mountain Mine Cart Ride (Volume 85)

Jonathan Wirth	Iron Mountain, MI	1:57:18
David Lamps	Rockford, IL	2:02:88
Fabian Correa	Huntington Station, NY	2:02:95
Eddie Kay	Irvine, CA	2:04:15
Ronny Donahue	Portage, IN	2:04:41
Bobby Najari	Richardson, TX	2:04:53
Scott Isokane	Honolulu, HI	2:05:36
Ryan Craver	Makawao, HI	2:05:78
Robert Uebele	Parkland, FL	2:06:31
John Vasquez	Ontario, CA	2:06:38
Tom Lyman	Chicago, IL	2:06:73
Scott Suszek	Brookfield, IL	2:07:30
Danny Corder	Reno, NV	2:08:48
Nick Goracke	Rochester, MN	2:09:68
Brandon Powers	North Highlands, CA	2:11:16
Marcus Smith	Wingate, NC	2:11:41
Dan Huber	Mahomet, IL	2:11:73
Tom Lyman	Chicago, IL	2:11:73
Dan Gentile	Austin, TX	2:12:18
Eric Rogers	Berlin, CT	2:12:80
Kyle Koerber	Spring, TX	2:12:88
Mike Yi	Cincinnati, OH	2:12:86
Jonathan Walla	Woodridge, IL	2:13:51
Shawn Murphy	Scott Depot, WV	2:13:56

KILLER INSTINCT

Top Orchid Scores (Volume 83)

Jared Barron	Monroe, MI	152,500
M. Gabianelli	Seymour, CT	152,500
William Gorga	Chicago, IL	152,500
M. Hernandez	Wilmington, CA	152,500
Brett Hudson	Garden City, KS	152,500
Chris Langford	Sioux Falls, SD	152,500
K. McDaniels	San Clemente, CA	152,500
R. Vigeant, Jr.	Browns Mills, NJ	152,500

ENTER THE ARENA

Write your name, address and Member Number on the back of your photo. Challenges in this issue must be received no later than January 10, 1997. The top qualifiers receive Super Power Stamps.

Include your Super NES in the photo of your high score. Dim the lights and then take a few photos without a flash. If you're taking a photo of a Game Boy, place it on a flat surface.

Address entries to:
POWER PLAYERS' ARENA
P.O. BOX 97033
REDMOND, WA 98073-9733

Nintendo NOW PLAYING

Your Power Guide To The Latest Releases

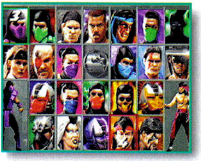
DECEMBER 1996

ULTIMATE MORTAL KOMBAT 3

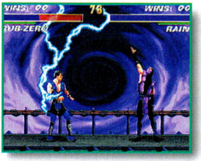
Super NES

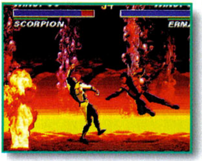
Company ....Midway
Release Date ....November 1996
Memory Size ....32 Megabits

Shao Kahn's immortal reign continues on the Super NES.



Where will it end? Shao Kahn's thirst for power has taken him through an Outworld portal into the Earth Realm where he strips the souls from every human except those who have been chosen to fight in the new Mortal Kombat. There may be drama in the story, but the game play is tired-and-true MK. Twenty-three selectable fighters and an undisclosed number of hidden fighters face-off in tournament or VS. mode. In addition to the standard modes, you can play 2-on-2 (sort of like a tag team match) or you can stage an eight-player tournament. New Brutality moves have been added to the fighting repertoire, giving players a richer mix of mortal moves. There's also an Agressor meter which rewards the player who attacks the most with extra power for his special moves. As you might expect, the extreme nature of the graphics has earned Ultimate Mortal Kombat 3 a Mature rating by the ESRB. The big question is, should you shell out more bucks for another MK game? It really all depends on how much you like MK, what you expect for your money, and what previous games you have. UMK 3 is, arguably, the best of all the 16-bit MKs. It has the most kombatants, modes and options for your buck, but it isn't a quantum leap over MK3. If you really want the ultimate MK, you should consider Mortal Kombat Trilogy for the N64.





+ Excellent graphics. Brutality moves. Lots of Kombat Kodes. 23 fighters.

− Lots of frenzy without a lot of strategy.

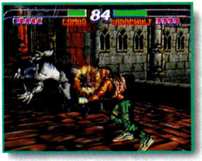
ICON KEY

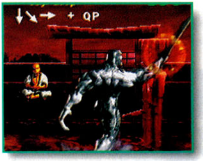
- 1-PLAYER MODE
- MULTI-PLAYER ALTERNATING
- MULTI-PLAYER SIMULTANEOUS
- PASS-WORD
- BATTERY-BACKED MEMORY
- GAME LINK
- SUPER GAME BOY ENHANCED
- SUPER FX CHIP

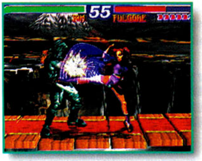
KILLER INSTINCT GOLD

Company.............Nintendo
Release Date.......December 1996
Memory Size.......96 Megabits

KI Gold rocks fighting games to the core.







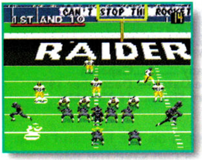
The cruellest game of the future is back on the air, coming to you live from exotic locations around the globe. The televised battles of Ultratech have never looked so realistic. Rare's 3-D backgrounds bring the action to life, but don't take away from the arcade feel. Most of the moves and strategies are taken from the arcade version of KI 2, as are the characters. The coolest additions to this version are the training and practice modes, which are the best in any fighting game. Most players will notice the quality of the graphics first, but the game play is fast and the AI is challenging. Even the computer opponent has the killer instinct and is just as likely to hit you with a multiple combo or a super move as would a pro player. Prepare for the fight of your life with this month's combat review.

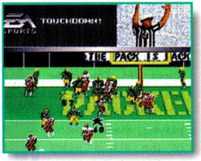
- ⊕ Incredible graphics. Incredible speed. Very cool practice and training modes.
- ⊖ The analog control stick takes some getting used to in this game.

MADDEN '97

Company.............EA Sports
Release Date.......November 1996
Memory Size.......12 Megabits

Madden maddness returns to the Super NES.





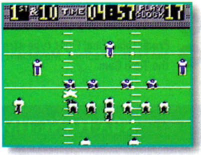
Mr. Madden puts his name on the line one more time in EA Sports' annual football update. This year's edition includes all the regular stuff, including a five-player simultaneous play mode (with a multi-tap), seasons, play-offs and practice mode. Updated team rosters and locations have been added, but not much else distinguishes Madden '97 from Madden '96. Still, if you don't have a Madden from recent years, this is the best so far. The graphics look good and the play choices, as always, are the best in the video game football business. Play control, especially passing, is easy and intuitive so you don't have to spend hours practicing. Don't miss our sports review in this issue.

- ⊕ Excellent plays and good control.
- ⊖ Not much was added to this year's edition.

MADDEN '97

Company.............Black Pearl
Release Date.......November 1996
Memory Size.......4 Megabits

Madden gets small for Game Boy.



Football is a big game. There are big players making big bucks on a big field inside a big stadium. When you try to pack all that bigness into a little Game Boy game, it's just not all going to fit. Madden '97 squeezes in the basics. You can play seasons or single games and most of the time you have pretty good control of the action. The tried-and true Madden play selection screens are easy to use as are the passing windows. Don't think that this is a substitute for the Super NES game, though. The small Madden misses both the NFL and NFLPA licenses, and there is no two-player mode.

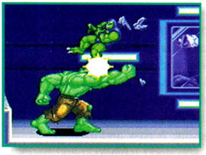
- ⊕ Good play selection. Good Super Game Boy enhanced graphics.
- ⊖ Poor music choice. Difficult to see the football.

MARVEL SUPER HEROES: WAR OF THE GEMS

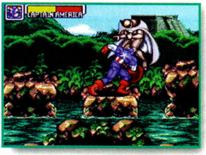
PASS WORD

Company ....Capcom
Release Date ....December 1996
Memory Size ....16 Megabits

The fate of the universe is on the line and only Marvel's greatest heroes can save the day.



You'd think that with Captain America, Wolverine, Iron Man, the Hulk and Spider-Man on your team, saving the world would be a breeze. Not so in Capcom's scrolling fighter for the Super NES. The stages are set up with enough challenge to test most players, even if many of the actual fights tend to be tedious. Expect an experience similar to Final Fight, but with several special moves for each character. Those special moves can be the difference between finishing a stage and becoming a hero sandwich. Capcom kindly included a Training Room where you can practice your moves before heading out to find the six hidden Infinity Gems. You can use special items that replenish your power or that give you a Special Gem Move, as well. There's more to Marvel Super Heroes than immediately meets the eye. If you want the full picture, turn to this month's review.



⊕ Special moves. Password. Challenge.

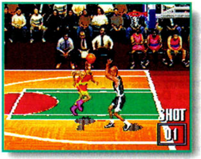
⊖ Predictable Final Fight type strategies for trapping baddies can become tedious. Movement seems slow until you obtain the Time Gem.

NBA HANGTIME

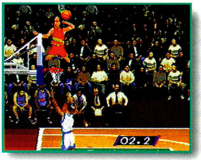
SAVE

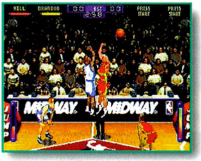
Company ....Midway
Release Date ....November 1996
Memory Size ....24 Megabits

Improve your Hang Time on the Super NES.



NBA Hang Time for the Super NES goes head-to-head with all the NBA Jam games of the past, not to mention College Slam, and comes out slamming. It may be more of the same—arcade b-ball with wild dunks and flaming shoes—but it's also the best of the lot. The larger players and spectacular moves are obvious improvements over previous jams and slams, although the digitized heads sit sideways on their shoulders, giving characters a weird, Egyptian hieroglyphic appearance. Extra roster choices add some welcome variety and strategy to the game while the alley-oop plays rip. You might be surprised to learn that this most American of games was programmed for Midway by Funcom, a Norwegian developer. These are the same guys who made a very cool Winter Gold skiing game for the Super NES in Europe. Arcade fans, egyptologists and Norwegian hoopsters who want to have some fun this fall can't afford to miss our Power review.





⊕ Fast, multi-player arcade action. (If you don't have an N64 yet, this game will help ease the wait.) Cool player creation option.

⊖ Characters don't look like their real counterparts. In spite of improvements, it's essentially another Jam.

NBA LIVE '97

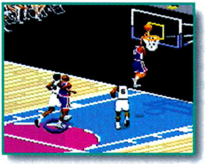
SAVE

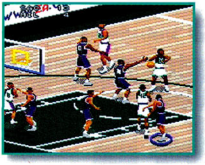
Company ....EA Sports
Release Date ....November 1996
Memory Size ....16 Megabits

More hoops are here from EA Sports.

NBA Live '95 was a huge step forward for basketball when it debuted three years ago, but the following years have seen only small refinements on the same basic game. NBA

ICON KEY
1-PLAYER MODE
MULTI-PLAYER ALTERNATING
MULTI-PLAYER SIMULTANEOUS
PASS-WORD
BATTERY-BACKED MEMORY
GAME LINK
SUPER GAME BOY ENHANCED
SUPER FX CHIP





Live '97 offers new rosters, up-to-date teams and two new half court games for something of the NBA Jam experience. You might say that it has everything that Live '96 had, plus a smidgin more. In addition to the new options, the standard season play, play offs and multi-player exhibition modes make this one of the most versatile games around. The play control and play- making in the NBA Live series has always been top notch, and that remains true this year. For a full analysis, turn to this month's sports clinic.

+ Five player action with a multi-tap. 2-on-2 and 3-on-3 half court options.

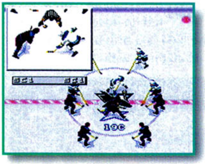
– The game isn't much different from last year's version.

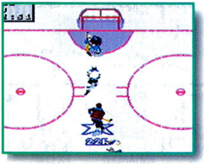
NHL '97

Super NES

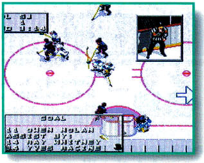
Company ....**Black Pearl**
Release Date ....**December 1996**
Memory Size ....**12 Megabits**

More hot action on the ice from Black Pearl.





If you don't have an N64 (and Wayne Gretzky's "excellent" 3-D Hockey) the next best thing is probably this game from EA Sports and Black Pearl. The continuing series of NHL games doesn't have many new features of which it can boast, but what there is looks and plays very solidly. In addition to the updated rosters, this year's game has two special teams which are accessible with a code, multiple lines with individual strategies and enhanced graphics. If you don't have a hockey game, you can't go wrong with this one. This month's sports report covers all the action on the ice.



+ Good play control and updated rosters and stats. Improved graphics.

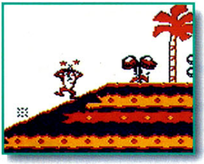
– Essentially the same game as last year's edition. No multi-player option beyond the two-player mode.

TAZ-MANIA 2

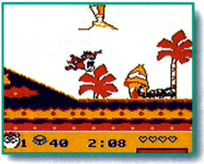
Game Boy

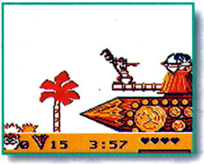
Company ....**Black Pearl**
Release Date ....**December 1996**
Memory Size ....**1 Megabit**

Taz bites, but you don't have to.



G'day, folks. Taz is back for more manic munching on Game Boy. But if you put this shrimp on the barbie, make sure that you have some antacid nearby. In this comic adventure, the Warner Bros. hero must evade capture by a couple of crocs while dodging assorted baddies down under. This platform game from Black Pearl couldn't be much simpler in theme or in play. Taz jumps, walks and spins. His voracious appetite is satisfied by various items you find along the way and the spin move is used to whirl through obstacles and enemies. There are hidden areas and some tough jumps, but this game is really for a younger audience who can stomach Taz's simple appetite.





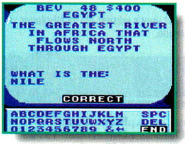
+ A fun character who is easy to use.

– Not much challenge.

JEOPARDY! PLATINUM EDITION

Company ....GameTek
Release Date ....November 1996
Memory Size ....1 Megabit

Press your brain buttons with the latest Jeopardy!–the Platinum Edition.



THE GREATEST RIVER IN AFRICA THAT FLOWS NORTH THROUGH EGYPT

WHAT IS THE: NILE

GameTek returns to its bread-and-butter product this month, releasing two new versions of Jeopardy!, based on the long-running TV game show. Jeopardy! The Platinum Edition contains tough answers to tough questions, presented in a format that mimics the quiz show. In this Game Boy version, one player can challenge a computer opponent or two-players can compete simultaneously, trying to buzz in first. The game includes two rounds—Jeopardy and Double Jeopardy—and players accumulate video cash to determine the winner.

- ➕ Lots of fun if you like quizzes or trivia. The game accepts close misspellings.
- ➖ Spelling out the questions can be tedious.

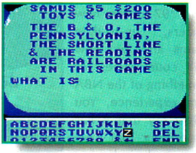
JEOPARDY! TEEN TOURNAMENT

Company ....GameTek
Release Date ....November 1996
Memory Size ....1 Megabit

What did you learn in school today? Check your grade with Jeopardy! Teen Tournament.

0
0
MARIO
MATT

The last thing you need after a hard day slogging through classes is a quiz on your Game Boy, but Jeopardy! Teen Tournament turns out to be fun in spite of the nature of the beast. The categories tend to be better suited for a younger player than the categories in Jeopardy! Platinum Edition, but that doesn't mean the answers are easy to come by. Learn the drill in this month's review.



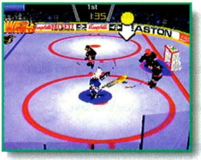
THE B & O, THE PENNSYLVANIA, THE SHORT LINE & THE READING ARE RAILROADS IN THIS GAME

WHAT IS:

- ➕ Lots of questions and a two-player mode.
- ➖ A really annoying rendition of Jeopardy! music.

THE NHLPA & NHL PRESENT WAYNE GRETZKY'S 3D HOCKEY

Company ....Midway
Release Date ....November 1996
Memory Size ....64 Megabits



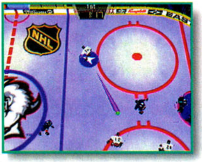
Now you can be the great one when you step onto the ice with Wayne Gretzky and the N64.

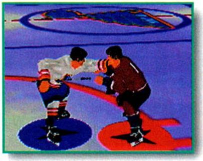
If you like hockey, if you like fast action, if you like incredible graphics, if you like a load of modes, if you like multi-player games and if you like fun, The NHLPA & NHL Present Wayne Gretzky's 3D Hockey is a game you're going to like; maybe you'll even fall in love with it. The first four-player game for the N64 is a brilliant, arctic blast of action. Imagine NBA Hangtime with blades and a Zamboni. In the arcade mode, flaming slap shots ignite the net, turning the goal into a burning tribute to your prowess with the stick. You can play it straight, too, opting for a simulated short or full NHL

1st
8:32
UPPER DECK
LONG ISLAND 1
HARTFORD 1

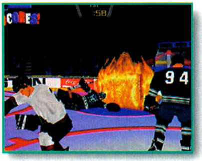
ICON KEY

1-PLAYER MODE
MULTI-PLAYER ALTERNATING
MULTI-PLAYER SIMULTANEOUS
PASS-WORD
BATTERY-BACKED MEMORY
GAME LINK
SUPER GAME BOY ENHANCED
SUPER FX CHIP





season, or playoffs; and there's an option to play with five players in a regulation-sized arena. Of course, Wayne Gretzky and all the other NHLPA stars are here on their proper teams. In the arcade mode, teams are limited to three linemen and a goalie, and the rink is about two-thirds the size of most rinks. In this intense atmosphere, the scoring goes through the roof, tempers flare, fists fly and some incredible things happen like the goal being covered by bricks when your goalie stops repeated shots. In either mode, you can save your own personal stats, NBA Jam style, on your N64 Controller Pak. (Without a Controller Pak you'll get a password.) If the development team at Midway left anything out, it wasn't worth including. This is a must play for every hockey fan or sports fan, and you can check it out here first in this month's Nintendo 64 review.



⊕ A great hockey experience. Four-player. Excellent graphics, sound, playability.

⊖ No automatic save feature without a Controller Pak.

	TITLE	POWER METER RATINGS G	P	C	T	EDITOR PICKS	IDSA RATING	GAME TYPE
🟣	JEOPARDY! PLATINUM EDITION	2.9	3.0	3.0	3.1	✪	K-A	QUIZ
🟣	JEOPARDY! TEEN TOURNAMENT	2.9	3.0	3.0	3.1	✪	K-A	QUIZ
🔵	KILLER INSTINCT GOLD	3.9	3.4	3.8	3.3	☆✬✫	T	FIGHTING
🟢	MADDEN '97	3.5	3.0	3.8	2.8	☆✪✳	K-A	FOOTBALL
🟣	MADDEN '97	2.6	2.9	3.3	2.9		K-A	FOOTBALL
🟢	MARVEL SUPER HEROES	3.4	3.6	3.0	3.3		K-A	ACTION
🟢	NBA HANGTIME	3.4	3.6	3.5	3.1	☆✪✳✫★	K-A	BASKETBALL
🟢	NBA LIVE '97	3.0	3.2	3.2	2.8	☆✪	K-A	BASKETBALL
🟢	NHL '97	3.1	3.1	3.4	3.0	☆✪	K-A	HOCKEY
🟢	ULTIMATE MORTAL KOMBAT 3	3.8	3.3	3.8	2.8	☆	M	FIGHTING
🟣	TAZ-MANIA 2	4.2	3.9	3.7	3.5		K-A	ACTION
🔵	WAYNE GRETZKY'S HOCKEY	4.2	3.9	3.7	3.5	☆✪✬✳✫★	K-A	HOCKEY

POWER METER The Power Meter ratings are derived from evaluations on a five point scale with five being the highest score possible for a category. The categories are: G=Graphics & Sound, P=Play Control, C=Challenge, T=Theme & Fun

SYSTEM KEY
🔵 ---N64
🟢 ---SUPER NES
🟣 ---GAME BOY

PRO PLAYERS If you like the same types of games as our pro players, then check for his or her seal of approval on the chart.

✪ **Scott** Sports, Simulations, Adventures	✬ **Henry** Fighting, Action, Sports
★ **Leslie** RPGs, Puzzles, Adventures	✳ **Dan** Action, Adventures, Puzzles
✫ **Paul** Fighting, Sports, Simulations	☆ **Terry** RPGs, Simulations, Sports

IDSA Ratings

These Independant Digital Software Assoc. ratings reflect appropriate ages for players. The categories include: EC=Early Childhood, K-A=Kids to Adults, T=Teen (13+), M=Mature (17+), A=Adult (18+), NR=No Rating. To contact the IDSA regarding the rating system, call 1-800-771-3772.

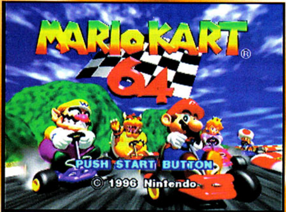
PAK WATCH

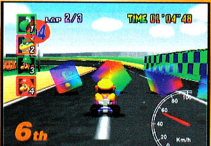
THE INSIDE SOURCE ON FUTURE GAMES

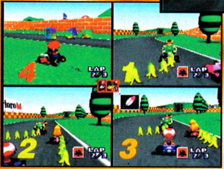
MARIO KART 64

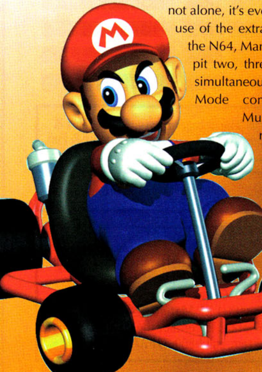
POWER EXCLUSIVE!

Mario Kart 64 for the Nintendo 64 is revving its engines in preparation for release early in 1997. For the past several months, Shigeru Miyamoto and the development team at Nintendo's EAD development group have been fine-tuning Kart, and now the hood is down and they're ready to race. As anyone who has played Super Mario Kart can attest, the magic of the "Kart" games isn't just in the racing, it's more in the sense of wild fun, tossing Koopa shells at opponents or dropping banana peels on the track. In the new Kart, there are eight character's, including: Wario, Donkey Kong, Luigi, Peach, Yoshi, Bowser and Toad (not to mention Mario) with whom you must contend. And if you're not alone, it's even more fun. Making use of the extra controller ports on the N64, Mario Kart 64 is ready to pit two, three or four-players in simultaneous VS. Mode or Battle Mode competition. This is Mushroom Kingdom madness at its best: the more drivers, the wilder the action. The races take place on 16 Grand Prix courses in four cup tournaments including tracks in Chocolate Mountain, the Haunted Mansion and Bowser's Castle. You'll find banked turns, jumps, and obstacles such as a steam engine that crosses the road. Besides the multiple player options and multiple courses, players will bash it out for bragging rights in four Battle Mode courses, which Mr. Miyamoto confesses are his favorites. As you can see from our library of screen shots (the first to be authorized for publication of the completed Japanese version of the game) the courses are far more varied than in the Super NES game. Each different race track surface affects how you steer and control your kart. The sensitive touch of the analog Control Stick gives you amazing control so that you can use special techniques such as "spin" or "drift." In the Time Trial mode, you'll find a ghost function that lets you race against a semi-transparent image of your kart saved from a previous race. By following your



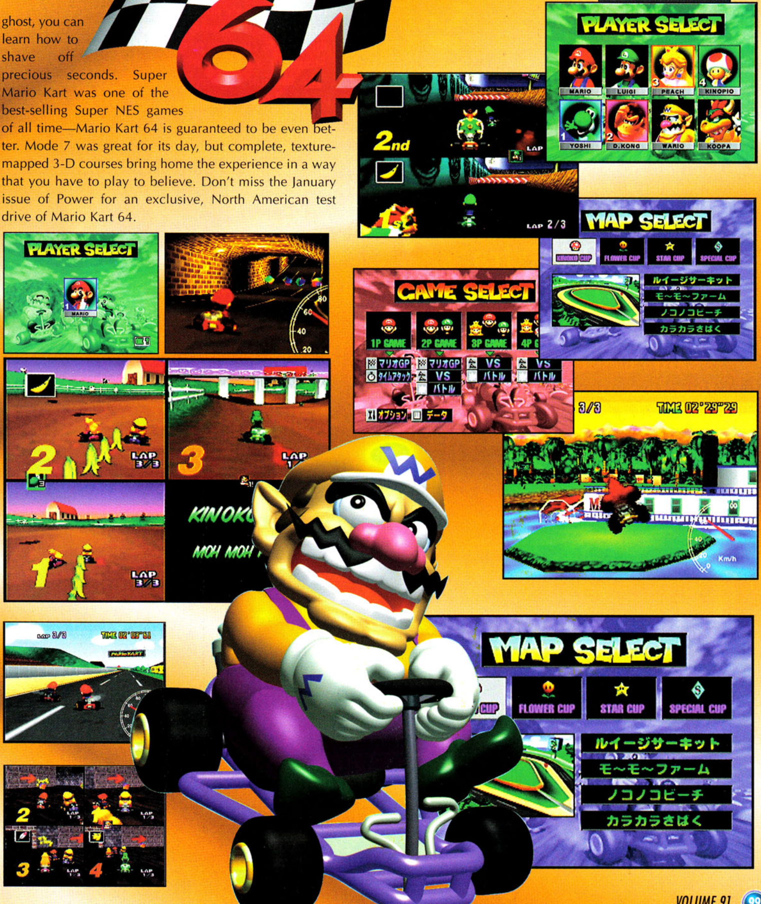






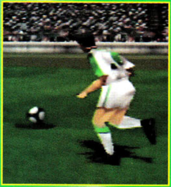
MARIO KART 64

ghost, you can learn how to shave off precious seconds. Super Mario Kart was one of the best-selling Super NES games of all time—Mario Kart 64 is guaranteed to be even better. Mode 7 was great for its day, but complete, texture-mapped 3-D courses bring home the experience in a way that you have to play to believe. Don't miss the January issue of Power for an exclusive, North American test drive of Mario Kart 64.


PLAYER SELECT
MARIO
LUIGI
PEACH
KINOPIO
YOSHI
D.KONG
WARIO
KOOPA
2nd
LAP
1st
LAP 2/3
MAP SELECT
KINOKO CUP
FLOWER CUP
STAR CUP
SPECIAL CUP
ルイージサーキット
モ～モ～ファーム
ノコノコビーチ
カラカラさばく
GAME SELECT
1P GAME
2P GAME
3P GAME
4P G
マリオGP
タイムアタック
VS
バトル
オプション
データ
3/3
TIME 02'29"29
Km/h
KINOKO
MOH MOH
LAP 3/3
TIME 02'03"61
MARIO KART

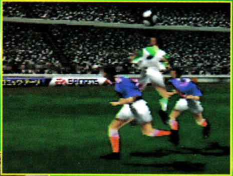
FIFA SOCCER

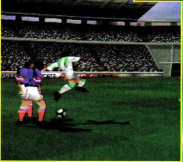
This gallery of FIFA 64 from EA Sports arrived too late for the last installment of Pak Watch, but the screen shots looked so good that we thought you'd like to see them. Development of the game took place at Electronic Arts Canada in Burnaby, British Columbia, just up Interstate 5 from Nintendo. The international flavor of the game really becomes apparent when you consider that FIFA contains about 140 teams in 10 leagues, including North American cities. Product Manager Mark Aubanel says that the N64 has a phenomenal development system. Some of the phenomena that he and his team are including in FIFA 64 are four-player action, eight camera angles and as many as six PIP (Picture In Picture) views, a 3-D radar for location, easy switching and unlimited control. In previous sports games, passing and shooting have been limited by cross pad controllers. Not so with the N64. "This controller is second to none," says Mark. "It makes for much more accurate shot-making and passing." FIFA's moves include the following: lob, pass, shoot, centering lob, rainbow kick, clearing pass from your own end, slide tackle, standing tackle and hard tackle. Talk about loaded. The motion capture animation was taken from soccer pros and the sound comes from digitally sampled crowds cheering, booing and chanting. FIFA definitely follows in the sim footsteps of other EA Sports titles. Don't expect flaming shots and burning goal nets. Do expect intense, fast, totally realistic play this March when FIFA is released.

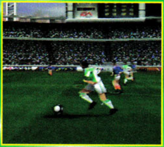


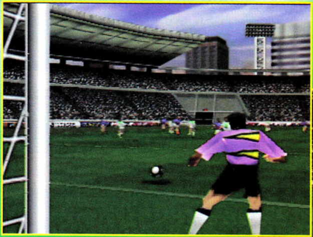
NEWS SOURCE Extra

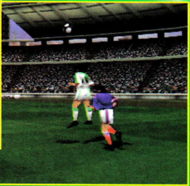
Publisher – EA Sports
Developer – EA Canada
Memory Size – 64 Megabits
Game save – Controller Pak
Number of Teams–Approx. 140

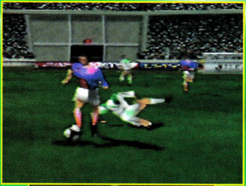


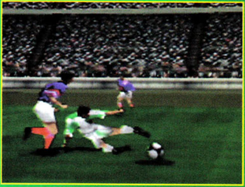


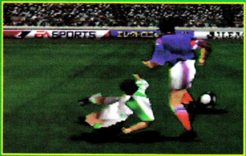


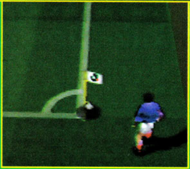










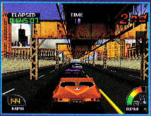


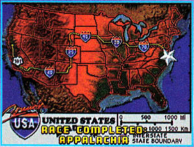
CRUIS'N USA

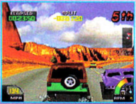
NEWS SOURCE Extra

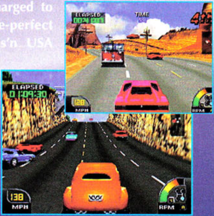
Publisher – Nintendo
Developer – Midway
Memory Size – 64 Megabits
Game Save – Controller Pak

At last, the classic arcade road racing game is fueled up and ready to roll. Although development on Cruis'n USA took a couple of extra months, the wait will be worth it for Cruis'n fans who expect (and will get) real arcade experience. The racing begins on the West Coast, dips down through the canyon lands of Arizona, up to the Midwest, through Chicago and Iowa, and then over the Appalachians to D.C. Along the way, you'll scream through forests, cities, tunnels, tight turns and about a billion near-misses with other cars and obstacles on the highway. Secret codes allow you to drive three hidden vehicles in addition to the standard four. So what happened in those extra months of development? You can't tell from these screen shots, but the frame rate was turbo-charged to provide nearly arcade-perfect speed. Cruis'n USA will be on the road this December and you can read more about it in Power's upcoming January review.









DARK RIFT

After a horrendous explosion reduced the galaxy to a spinning wheel of debris, the Dark Rift combat began. Such is the plot for Vic Tokai's upcoming N64 tournament fighter, but like most fighting games, Dark Rift will be judged on its moves and not on its plot. Vic Tokai's futuristic/fantasy fighter is currently undergoing development at Kronos, a talent-laden southern California development company. (We'll probably be hearing more from these guys on future N64 titles.) Dark Rift features fluid animation running at 60 frames per second, lots of lighting, shadow and fog effects, eight player characters and two boss characters, individual sound tracking for each character and a wide array of combo moves. Some of the more interesting combo innovations include combo grabs, combo get-ups and combo projectiles.

Vic Tokai calls the game a violent satire. It's dark, but the characters don't bleed, and there's a sense of humor. The chuckles are scheduled to begin later in 1997.

DARK RIFT™

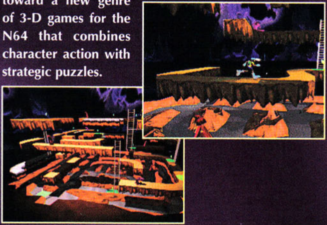
VIC TOKAI INC.

KRONOS DIGITAL ENTERTAINMENT INC.

INSIDER UPDATE

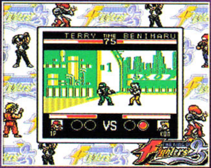
LODE RUNNER

This classic action–puzzle game has an all new look for the Nintendo 64. Big Bang Entertainment, currently developing Lode Runner 64 for Banpresto, grabbed a few frames for us off of a PC demo to illustrate how they are creating the 3-D mazes. In these views, you can see that the maze consists of walkways and ladders along which you'll find obstacles, puzzles and enemies. Players will navigate the 3-D maze, avoiding or defeating the traps in order to reach the goal. The development team plans to include smart cameras that move your view to the best strategic or most dramatic vantage point in every location. Admittedly, this is still pretty early in the development cycle. The game won't be released until the second half of 1997, but Big Bang may just be leading the way toward a new genre of 3-D games for the N64 that combines character action with strategic puzzles.



THE KING OF FIGHTERS

Is Game Boy the next platform taken over by tournament fighting games? Nintendo and Takara seem to think so. Following on the heels of Battle Arena Toshinden for Game Boy comes King of Fighters. Nintendo plans to release this pint-sized puncher in February of 1997. K.O.F. is a definite step up from the uneven action and hilariously bad screen text of Toshinden. You actually have control of your fighters and moves in this game and the speed is comparable to Super NES fighters. You also get lots of variety with one and two-player modes. In the Team Match Mode, you'll choose three fighters who fight against an enemy team controlled by the CPU or an opponent. In all, K.O.F. has 15 fighters, plus bosses, each equipped with several special moves. This one is small but mighty.



CHANGING THE SYSTEM

Ever since the Nintendo 64 went on sale this September, it has been heralded as the greatest video game system ever. Nintendo of America agrees? Although the original allocation for North America was to provide a mere 500,000 units by Christmas, increased production in Japan will allow that number to more than double. In fact, Nintendo of America now intends to ship 1.2 million N64s by the holidays. If you think that sounds like a lot, it doesn't even keep up with retail orders, which are closer to the two million mark. Even with this extra supply of N64s headed to our shores, it still may be hard to find one since many stores have presold their entire orders. Whatever you do, don't despair. Another million units is heading our way in the new year. It seems as if the system is changing faster than anyone could have guessed.

MORE DISNEY ON THE WAY

T•HQ reports that several more games based on Disney properties are forthcoming for the Super NES and Game Boy in 1997. Starting things off in March, The Hunchback of Notre Dame movie is the inspiration for a five-in-one Game Boy Pak shown here. The five games include a block-busting game, a bowling game, a balloon floating game, a moving tile puzzle and a platform type side-scroller. According to T•H•Q, each of the games is fairly simple and suited to young players. The other Disney games in development include Timon & Pumba, based on the sidekick characters from The Lion King and Hercules, based on the upcoming Disney movie. Timon & Pumba will be developed for the Super NES while Hercules will be a Game Boy title.

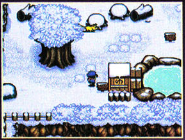
SHOSHINKAI ONLINE

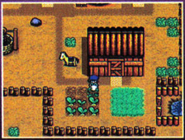
About the time you read this article, Nintendo's biggest trade show of the year in Japan will be taking place. The annual Shoshinkai show for Nintendo's distributors and third-party publishers in Japan takes place just before the Thanksgiving weekend at Makuhari just outside Tokyo. You'll be able to get the latest scoop on Japanese development for the Nintendo 64 by logging onto your computer and heading to WWW.NIN-

TENDO.COM or Nintendo Power Source on America Online. NOA Scott and NOA Dan will be on hand at the show, taking pictures and testing the games for the N64, Super Famicom and Game Boy. Net surfers will find news on hot titles such as Star Fox 64 from Nintendo and Seta's racing game, Rev Limit. Excitement over more news on the 64DD disk drive for the N64 is building.

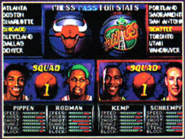
SHINE ON HARVEST MOON

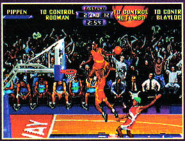
Natsume's success with a Japanese Super Famicom game called The Meadow Story in which players operate a farm and raise a family has been so great that it is going to be released here in North America. Thanks to Power editor Terry Munson, the game will be called Harvest Moon in North America. Yes, your Power staff even names games from other companies. Talk about power! Anyhow, this unique RPG takes place over a two and half year game period in which you must make your farm a success while wooing a local lass, marrying her and raising a child. In addition to the kid, you also get to raise crops, cows and your total amount of Happiness Points. Therein lies the goal, for players try to obtain ever higher Happiness levels in order to get better game endings. Harvest Moon is scheduled to be translated and out the door for its North American release by this February. Although it sounds a bit strange, Japanese gamers have been heading down to the farm in impressive numbers over the past few months.





NBA HANG TIME 64





We just got the final N64 NBA Hangtime from Midway and couldn't resist showing off the excellent graphics. In fact, the only thing that matches the graphics is the game play, which is virtually identical to the arcade game. It looks like this pak should arrive in the stores just prior to Christmas. It's definitely worth a trip through the snow.

RELEASE FORECAST

N64

BLAST CORPS	WINTER '97
CRUIS'N USA	FALL '96
DARK RIFT	SPRING '97
FIFA SOCCER 64	WINTER '97
NBA HANG TIME	FALL '96
STAR FOX 64	SPRING '97
STAR WARS: SHADOWS OF THE EMPIRE	FALL '96
MARIO KART 64	WINTER '97
TETRISPHERE	FALL '96
TUROK: DINOSAUR HUNTER	WINTER '97
WAYNE GRETZKY'S 3-D HOCKEY	FALL '96

Super NES

CASPER	FALL '96
COLLEGE FOOTBALL USA 97	FALL '96
GEARHEADS	FALL '96
HARVEST MOON	WINTER '97
INCANTATION	FALL '96
MAGIC BOY	FALL '96
SUPER EMPIRE STRIKES BACK	WINTER '97
SUPER RETURN OF THE JEDI	WINTER '97

Game Boy

THE HUNCHBACK OF NOTRE DAME	WINTER '97
KING OF FIGHTERS	WINTER '97
MOLE MANIA	WINTER '97
SPEED RACER	FALL '97
TAZ-MANIA 2	FALL '97

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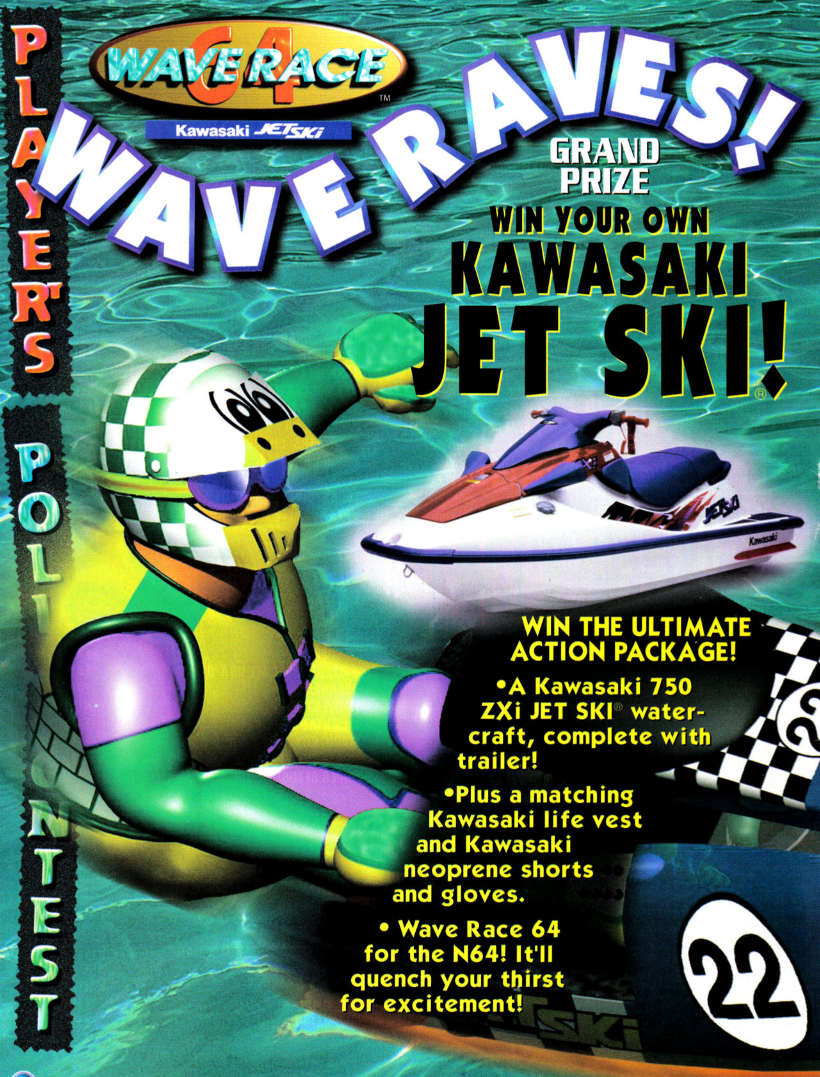

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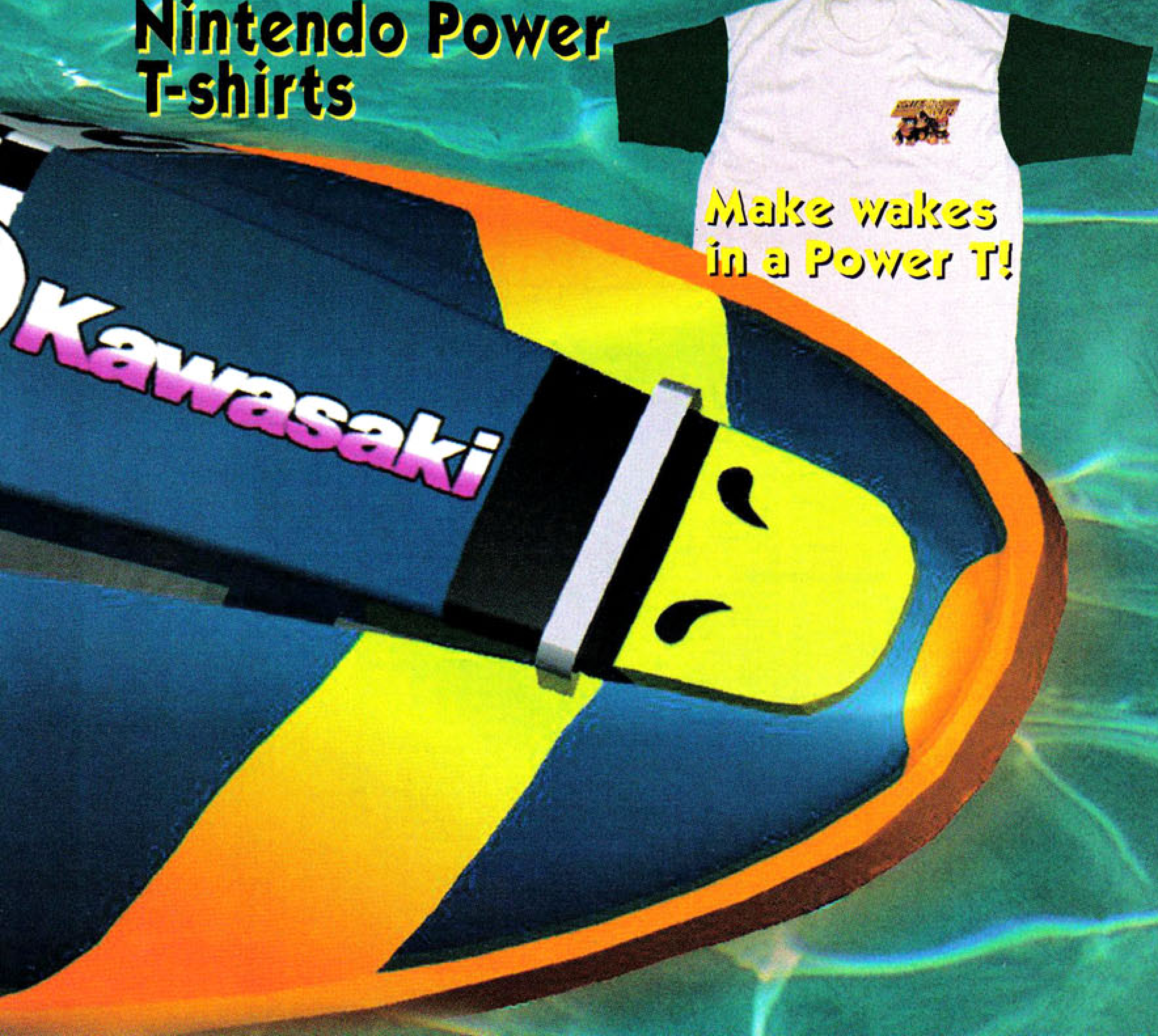

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No purchase necessary. To enter, either fill out the Player's Poll response card or print your name, address, telephone number, Vol. 91, and the answer to the trivia question on a plain 3 1/2" x 5" card. Mail your entry to this address:

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One entry per person, please. All entries must be postmarked no later than January 2, 1997. We are not responsible for lost or misdirected mail. On or about January 15, 1997, winners will be randomly drawn from among all eligible entries. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of "Nintendo Power" magazine and Nintendo of America Inc. (NOA) without further compensation. Prizes are limited to one per household. Chances of winning are determined by the total number of entries received. The ratio of prizes to entry cards distributed is 56:1,000,000. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, send your request to the address above after January 31, 1997.

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Coming Next Issue.....

Volume 92, January 1997

STAR WARS SHADOWS OF THE EMPIRE™

Nintendo Power takes you to a galaxy far, far away for the biggest adventure ever on the Nintendo 64. With detailed maps and secret, rebel strategies at your command, you'll be blasting Imperial Walkers and infiltrating the hidden strongholds of the Black Sun crime empire in no time.

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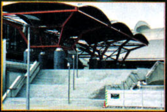
Ah, the holidays are here. New Year's, friends, parties, fun. What could be better? Only one thing: the annual Nintendo Power super bonus issue for subscribers only! Tear into the biggest issue of the year with its feast of special, insider articles, the best pro tips ever, collectible gifts and a gigantic sweepstakes with more than 50,000 instant winners!

SHOSHINKAI REPORT



Only Nintendo Power can bring you the inside story from Nintendo's biggest trade show of the year in Japan. Your roving reporters will have the latest N64 news from Mr. Miyamoto and the design teams at Nintendo Co. Ltd. We'll also scope out all the games from third party developers in Japan, plus bring you the latest on Game Boy and Super NES development in the land of the rising sun.

CRUIS'N USA

Cruis'n USA has arrived for the N64 and Nintendo Power is gearing up to bring you the ultimate rally report. From the green light to the checkered flag, from California to the White House, from driving strategies to secret cars, Cruis'n USA and Nintendo Power cover it all.

Super NES

1. Addams Family Values
2. The Adventures of Batman & Robin
3. Aerobiz Supersonic
4. AAAHH!!!! Real Monsters
5. Animaniacs
6. Arcade's Greatest Hits
7. Ardy Lightfoot
8. Bass Master II
9. Bass Masters Classic
10. Bass Masters Classic Pro Edition
11. Bassin's Black Bass with Hank Parker
12. Batman Forever
13. Boogerman
14. The Brainies
15. Breath of Fire II
16. Brunswick's World Tournament of Champions
17. Bust A Move
18. Castlevania Dracula X
19. Casper
20. Chrono Trigger
21. Civilization
22. College Football USA 97
23. College Slam
24. Cutthroat Island
25. Demolition Man
26. Demon's Crest
27. Dirt Trax FX
28. Disney's Aladdin
29. Disney's Pinocchio
30. Donkey Kong Country
31. Donkey Kong Country 2
32. Donkey Kong Country 3
33. Doom
34. Dragon View
35. EarthBound
36. Earthworm Jim
37. Earthworm Jim 2
38. Emmitt Smith Football
39. FIFA International Soccer '96
40. FIFA International Soccer '97
41. Final Fantasy II
42. Final Fantasy III
43. Final Fight 3
44. Frank Thomas Big Hurt Baseball
45. Frantic Flea
46. Gearheads
47. Harvest Moon
48. Illusion of Gaia
49. Incantation
50. Indiana Jones' Greatest Adventures
51. Judge Dredd
52. Jungle Strike
53. Jurassic Park 2
54. Ken Griffey Jr. Presents: MLB
55. Ken Griffey Jr.'s Winning Run
56. Killer Instinct
57. King Arthur & the Knights of Justice
58. Kirby's Dream Course
59. Kirby Super Star
60. The Legend of Zelda: A Link to the Past
61. Lemmings 2
62. Lobo
63. Looney Tunes B-ball
64. The Lost Vikings
65. The Lost Vikings II
66. Lufia II
67. Madden NFL '96
68. Madden NFL '97
69. Magic Boy
70. Mario Paint
71. Marvel Super Heroes in War of the Gems
72. The Mask
73. Maui Mallard in Cold Shadow
74. Mechwarrior 3050
75. Mega Man X
76. Mega Man X2
77. Mega Man X3
78. Mega Man 7
79. Might & Magic III: Isles of Terra
80. Mighty Morphin Power Rangers: The Movie
81. Mohawk & Headphone Jack
82. Mortal Kombat II
83. Mortal Kombat 3
84. Mr. Do!
85. Ms. Pac-Man
86. Mutant Chronicles: Doom Troopers
87. NBA Give n' Go
88. NBA Hang Time
89. NBA Jam
90. NBA Jam Tournament Edition
91. NBA Live '96
92. NBA Live '97
93. NFL Quarterback Club '96
94. NHL '96
95. NHL '97
96. Ninja Gaidan Trilogy
97. Ogre Battle
98. Olympic Summer Games
99. Oscar
100. PGA European Tour
101. Power Piggs of the Dark Age
102. Power Rangers Zeo: Battle Racers
103. Prehistorik Man
104. Primal Rage
105. Prince of Persia 2
106. P.T.O. II
107. Realm
108. Revolution X
109. Road Rash
110. RoboTrek
111. Romance of the Three Kingdoms IV: Wall of Fire
112. Samurai Shodown
113. Scooby Doo Mystery
114. Secret of Evermore
115. Secret of Mana
116. SimCity
117. SimCity 2000
118. Spawn
119. Star Trek: Deep Space Nine
120. Star Trek: Star Fleet Academy
121. Star Fox
122. Street Fighter Alpha 2
123. Street Fighter II Turbo
124. Stunt Race FX
125. Super Bomberman 2
126. Super Mario All-Stars
127. Super Mario Kart
128. Super Mario RPG
129. Super Mario World 2: Yoshi's Island
130. Super Metroid
131. Super Punch-Out!!
132. Super Star Wars
133. Super Street Fighter II
134. Swat Kats
135. Tecmo Secret of the Stars
136. Tecmo Super Bowl III: Final Edition
137. Tetris & Dr. Mario
138. Tetris Attack
139. Top Gear 3000
140. Toy Story
141. True Lies
142. Ultimate Mortal Kombat 3
143. Uncharted Waters New Horizons
144. Uniracers
145. Urban Strike
146. War 3010: The Revolution
147. Wario's Woods
148. WeaponLord
149. Whizz
150. Winter Gold
151. WWF Raw
152. WWF Wrestlemania: The Arcade Game
153. X-Men: Mutant Apocalypse
154. Zoop

Game Boy

155. Aladdin
156. Alien Games
157. Animaniacs
158. Asteroids/Missile Command
159. Battle Arena Toshinden
160. Battle Zone/Super Breakout
161. Blues Bros. Jukebox
162. The Bugs Bunny Crazy Castle 2
163. Casino Funpak
164. Centipede/Millipede
165. College Slam
166. Contra: The Alien Wars
167. Cutthroat Island
168. Defender/Joust
169. Desert Strike
170. Disney's Pinocchio
171. Donkey Kong
172. Donkey Kong Land
173. Donkey Kong Land 2: Diddy's Kong Quest
174. Donkey Kong '94
175. Dr. Mario
176. DragonHeart
177. Earthworm Jim
178. Earthworm Jim 2
179. FIFA Soccer '96
180. FIFA Soccer '97
181. Frank Thomas Big Hurt Baseball
182. Galaga/Galaxian
183. Hercules
184. Hunchback of Notre Dame
185. Jungle Strike
186. Jurassic Park 2
187. Iron Man X-O Manowar In Heavy Metal
188. Jeopardy! Teen Tournament
189. Jeopardy! Platinum Edition
190. Killer Instinct
191. King of Fighters '95
192. Kirby's Block Ball
193. Kirby's Dream Land
194. Kirby's Dream Land 2
195. Kirby's Pinball Land
196. Lamborghini American Challenge
197. The Legend of Zelda: Link's Awakening
198. The Lion King
199. Madden '96
200. Mario's Picross
201. Mega Man
202. Mega Man V
203. Metroid II: Return of Samus
204. Mole Mania
205. Monster Max
206. Mortal Kombat II
207. Mortal Kombat 3
208. NBA Jam
209. NBA Jam Tournament Edition
210. NBA Live '96
211. NHL '96
212. Olympic Summer Games
213. PGA Tour Invitational
214. Pocahontas
215. Prehistorik Man
216. Primal Rage
217. Samurai Shodown
218. Space Invaders
219. Star Trek: Generations
220. Street Fighter II
221. Street Racer
222. Super Mario Land
223. Super Mario Land 2: 6 Golden Coins
224. Super Return of the Jedi
225. Sword of Hope II
226. Tazmania 2
227. Tetris
228. Tetris Attack
229. Tetris Blast
230. Tetris 2
231. Timon & Poomba
232. Titus the Fox
233. Toy Story
234. Urban Strike
235. Vegas Stakes
236. Wario Blast
237. Wario Land: Super Mario Land
238. WWF Raw
239. Zoop

N64

240. Blast Corps
241. Body Harvest
242. Bomberman 64
243. Buggie Boogie
244. Creator
245. Cruis'n USA
246. Dark Rift
247. Descent
248. Doom
249. FIFA Soccer
250. F-Zero 64
251. Goldeneye 007
252. Ken Griffey Jr. Baseball
253. Killer Instinct Gold
254. Kirby's Air Ride
255. Legend of Zelda 64
256. Lode Runner
257. Mario Kart 64
258. Mission: Impossible
259. Monster Dunk
260. Mortal Kombat Trilogy
261. NBA Hang Time
262. Pilotwings 64
263. Robotech: Crystal Dreams
264. Star Fox 64
265. Star Wars: Shadows of the Empire
266. Super Mario 64
267. Tetrisphere
268. Top Gear Rally
269. Turok: Dinosaur Hunter
270. War Gods
271. Wave Race 64
272. Wayne Gretzky's 3-D Hockey
273. Wonder Project J
274. Yoshi's Island 64

Other Picks

275. Game Boy Pocket
276. Dragon Quest VI (SNES)
277. Mavelous: Another Treasure Island (SNES)
278. Nintendo 64
279. Virtual Boy
280. X-Band Modem

BACK ISSUES

These Nintendo Power issues are available individually. Add them to your collection! They contain these exciting features:

Volume 72 (May '95): Kirby's Dream Land 2, True Lies, Justice League Task Force, The Flintstones, Warlock, Porky Pig's Haunted Holiday, Fatal Fury Special, PGA European Tour (GB), Mortal Kombat III Sneak Preview, X-Band Modem, Nintendo Power On-line.

Volume 73 (Jun. '95): WeaponLord, EarthBound, Star Trek: Deep Space Nine, Dirt Trax FX, Super Turrican 2, Prehistorik Man, Jungle Strike, Rise of the Phoenix, Super NES Killer Instinct Sneak Preview, Virtual Boy, Life Fitness, N64 revealed.

Volume 74 (Jul. '95): Donkey Kong Land, Judge Dredd, Nosferatu, Jungle Strike, Animaniacs (GB), Power Instinct, S.W.A.T. Kats, Power Rangers-The Movie, World Heroes 2 Jet, E3 Report, ACM Programming, Sports Scene, RPGs in Japan.

Volume 75 (Aug. '95): Virtual Boy Special, Mario's Tennis, Galactic Pinball, Teleroboxer, Mario Clash, Super Mario World 2: Yoshi's Island, Street Fighter II (GB), Phantom 2040, Ninja Gaiden Trilogy, Judge Dredd, Arcade Classics, Earthworm Jim (GB), Chrono Trigger, Secret of the Stars, Digipen Game Programming College.

Volume 76 (Sep. '95): Killer Instinct, Doom, Red Alarm, VB Golf, Castlevania: Dracula X, The Mask, Dragon: The Bruce Lee Story, Galaga/Galaxian, Donkey Kong Land 2, The Syndicate, Chrono Trigger, Romance of the Three Kingdoms IV, H. Lincoln & M. Arakawa profile.

Volume 77 (Oct. '95): Super Mario World 2: Yoshi's Island, Batman Forever, Primal Rage, AAAHH!!! Real Monsters, Mega Man 7, Vertical Force, Panic Bomber, Aladdin (GB), Civilization, Secret of Evermore, Super Mario RPG preview, Sports Scene.

Volume 78 (Nov. '95): Mortal Kombat 3, Spiderman and Venom: Separation Anxiety, Big Sky Trooper, Boogerman, Zoop, Waterworld (VB), Virtual League Baseball, Killer Instinct (GB), Super Return of the Jedi, Defender/Joust, Wizard's Realm, Secret of Evermore, NES Anniversary Celebration, Sports Scene.

Volume 79 (Dec. '95): Donkey Kong Country 2: Diddy's Kong Quest, Wario Land (VB), Waterworld, Sports Scene, WWF WrestleMania: The Arcade Game, Vegas Stakes (GB), Mortal Kombat 3 (GB), Mechwarrior 3050, Urban Strike, Shoshinkai Preview, Secret of Evermore, P.T.O. II.

Volume 80 (Jan. '96): Earthworm Jim 2, Shoshinkai Trade Show Special, Revolution X, Doomtroopers: Mutant Chronicles, Breath of Fire II, Secret of Evermore, Scooby Doo, PGA Tour '96, Final Fight 3, Jack Bros. (VB), Tetris Blast, The Getaway, Frank Thomas Big Hurt Baseball (GB).

Volume 81 (Feb. '96): Killer Instinct 2: Exclusive Arcade Coverage, Mega Man X3, Mech Warrior 3050, Toy Story, Syndicate, Nester's Funky Bowling, Donkey Kong Country 2, Prehistorik Man, Ardy Lightfoot, Sink or Swim, Sports Scene, Breath of Fire II, Dragon Quest VI.

Volume 82 (Mar. '96): Super Mario RPG, College Slam, 3-D Tetris (VB), Frantic Flea, Cutthroat Island, Super Mario Kart, NHL '96 (GB) The Smurfs (GB), Digipen Feature, Ken Griffey On-line, Yoshi's Island, Tales of Phantasia, Nintendo Power Awards Nominees.

Volume 83 (Apr. '96): Shadows of the Empire, Power Pigs, KI 2 Arcade Special, Smurfs, Kirby's Block Ball, Earthworm Jim 2 Codes, Super Mario RPG, Tactics Ogre, Pocahontas, College Slam, The Legend of Zelda-A Link to the Past.

Volume 84 (May '96): Ken Griffey Jr.'s Winning Run, Mohawk & Headphone Jack part one, Lobo, Olympic Summer Games (GB), Super Mario All-Stars, The Making of Mission: Impossible, NP Award Winners, Blood of the Chozo, College Slam Codes, Cyberjocks, Super Mario RPG, Lufia II: Rise of the Sinistrals part one.

Volume 85 (Jun. '96): 31-Page N64 exclusive game preview, Olympic Summer Games, Ken Griffey Jr.'s Winning Run trading strategies, Mohawk & Headphone Jack part two, Toy Story (GB) Dragonheart, Sword of Hope II, Lufia II: Rise of the Sinistrals part two.

Volume 86 (Jul. '96): E3 Report, PilotWings 64, Mortal Kombat Trilogy, BASS Masters Classic Pro Edition, Super Mario RPG Challenge, Beat the Boss part one, Iron Man/X-O Manowar In Heavy Metal, Brainies, Kirby Super Star, Tetris Attack, Water World, Dragon Hopper, Eye of the Beholder, Star Ocean, Sword of Hope II part two.

Volume 87 (Aug. '96): Tetris Attack, Oscar, Kirby Super Star part one, Mario 64, FIFA Soccer '97, Urban Strike, Wayne Gretzky's 3-D Hockey, Beat the Boss part two, Game Boy Pocket, Power Rangers ZEO: Battle Racers, Zero Racers, Donkey Kong Land 2, Marvel Super Heroes: War of the Gems, Mole Mania, Fire Emblem, NES Epics.

Volume 88 (Sep. '96): Super Mario 64, PilotWings 64, Realm, Kirby Super Star, part two, Donkey Kong Land 2: Diddy's Kong Quest, Pinocchio, N64 Launch, Cruis'n USA Update, Turok: Dinosaur Hunter, Donkey Kong Country 3: Dixie Kong's Double Trouble, Prince of Persia 2, Maui Mallard, SimCity, War 3010: The Revolution.

Volume 89 (Oct. '96): Ultimate Mortal Kombat 3, Shadows of the Empire comic, Donkey Kong Country 3: Dixie Kong's Double Trouble, Street Fighter Alpha, Ms. Pac Man, Hyrulean Adventure, Super Mario RPG, Interview with Sergeru Miyamoto, Tetris Attack (GB), Battlezone/Super Breakout.

Volume 90 (Nov. '96): Donkey Kong Country 3: Dixie's Double Trouble, Wave Race 64, Blast Corps, Shadows of the Empire comic, Star Wars, Super Mario 64, Sim City 2000, Maui Mallard, KI Card Game, Arcades Greatest Hits, Toshinden(GB), Lufia II.

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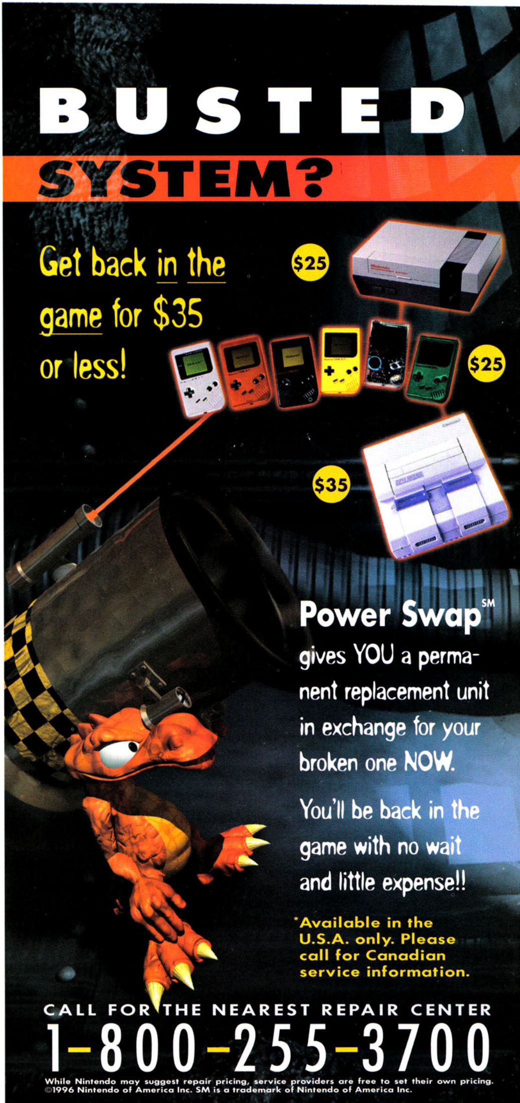

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NINTENDO64